BY THE EDITORS OF
CONSUMER GUIDE®

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Winning Tips for Nintendo

Newest Game Strategies

- SUPER MARIO BROS. 3
- BATMAN™
- TEENAGE MUTANT NINJA TURTLES
- A BOY AND HIS BLOB
- TOP GUN II
- SUPER C
- DOUBLE DRAGON II
- SILENT SERVICE
- WRATH OF THE BLACK MANTA
- BASES LOADED II
- ADVANCED DUNGEONS & DRAGONS
- DISNEY'S DUCKTALES
- CODE NAME: VIPER
- WHO FRAMED ROGER RABBIT

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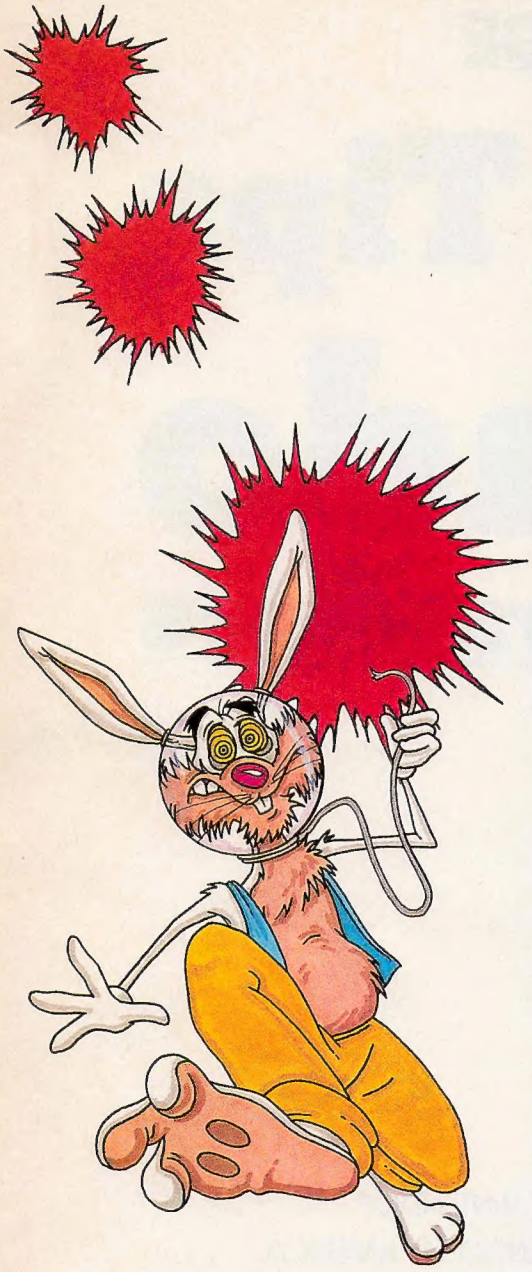

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BATMAN™
CASTLEVANIA: THE ADVENTURE
THE AMAZING SPIDER-MAN
REVENGE OF THE 'GATOR
SUPER MARIOLAND

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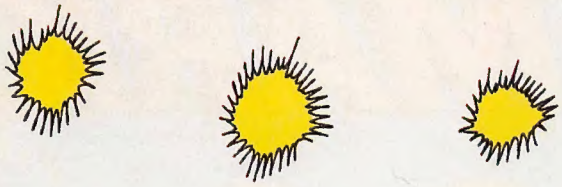
Introduction



When you play Nintendo, you may enjoy the fantasy, admire the graphics, or get into the music and sound effects, but most of all you want to win. This publication is loaded with winning tips for 18 of the hottest game paks, as well as the information you need to heat up your game play for five of the most exciting games for Game Boy, the NES system you hold in the palm of your hand.

This publication starts with three of the hottest new games: *Super Mario Bros. 3*, *Teenage Mutant Ninja Turtles*, and *Batman*™. You'll find plenty of special strategies and inside tips that go way beyond anything you can read in an instruction manual. *Super Mario Bros. 3* is the third full-size game pak to star those fearless, (almost) indestructible, and all-around lovable Italian plumbers, Mario and Luigi. This publication gives you a head start into the first levels of the game and shows you the secret path to the Warp Zone. *Teenage Mutant Ninja Turtles* captures all the fun and excitement of the comic books and movie, but with four turtles to control, even the top game players are challenged by this pak. The information you find here will help you battle your way through sewers, reservoirs, and city streets. *Batman* is a dark and difficult game, but the tips and strategies in this publication will power up Batman's special arsenal of weapons and keep him flying high above Gotham City™.

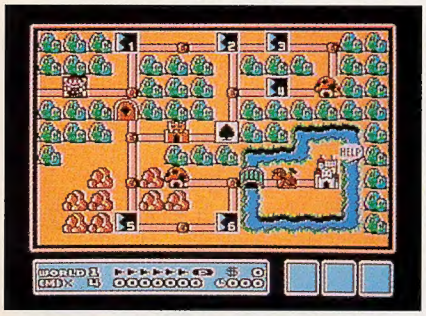
Other new game paks have what can only be described as unusual plots, but their strange story lines don't get in the way of plenty of action and a lot of fun. *A Boy and His Blob* stars a jellybean-eating monster. *Disney's DuckTales* takes rich Uncle Scrooge on a wacky journey in search of even more wealth. The creatures that try to block his progress may seem kind of silly until you attempt to take them on with only a golf club or a pogo stick, then you'll need all the ***Hot Tips*** you find here. *Who Framed Roger Rabbit* is a brain teaser that also requires quick reflexes.

This publication also introduces you to fantasy and realistic war games. *Advanced Dungeons & Dragons* is the ultimate D&D game in which you encounter magic spells, evil and good potions, and strange winged and clawed creatures. *Top Gun II* and *Super C*, the enhanced sequels to *Top Gun* and *Contra*; *Code Name: Viper*; *Rescue: The Embassy Mission*; and *Silent Service* are intense realistic video battles that require lightning-fast reflexes and intense concentration.

Martial arts games are distinguished not only by their relentless stream of action but also by the quality and detail of their graphics. *Double Dragon II*, *Ninja Gaiden II*, *Wrath of the Black Manta*, and *Demon Sword* challenge your strength, agility, and speed, requiring you to learn to use your control pad with the trained skill of a Ninja fighter. *Adventures of Lolo 2* is a cross between an arcade game and chess. It is a real workout for your brain, but it is also a lot of fun, especially after this publication takes you step by step through some of the most difficult screens. *Bases Loaded II* is also a video variation of a traditional game. The second season of this baseball classic is even more challenging than the first but it is also more fun.

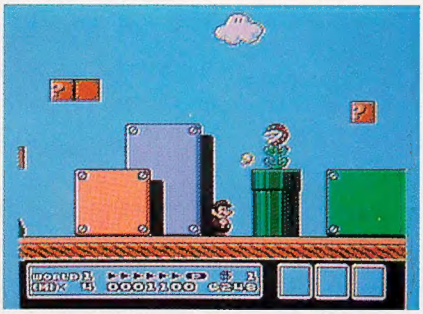
The Game Boy section of this publication clues you in to the small but complex worlds of *The Amazing Spider-Man*, *Batman*, *Castlevania: The Adventure*, *Revenge of the 'Gator*, and *Super Marioland*. While some of these games are palm-size versions of full-size paks, the game play is new and challenging. This publication offers you the tips you need to start playing well and to keep your game going.

SUPER MARIO BROS. 3



This is the map of Grass Land, the smallest of the eight worlds. Mario can go down any road, but there are roadblocks that can only be cleared after you have completed one of the action scenes, which are indicated by the numbered blocks.

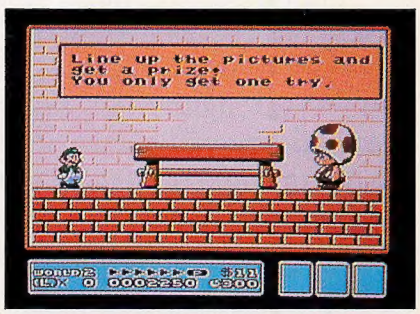
Special Tip: To find the Warp Zone, you need to blow the Magic Whistles. The first whistle is in World 1-3. Look for three large white blocks that stair step from left to right. Stand on the middle block, then press and hold the "Down" arrow and you will descend behind the block. Go right and continue until you reach the whistle. The second whistle is in the World 1 fortress. Go deep into the castle and look for three small arched windows. Use your Racoon Tail to fly up and over the wall and head to the right to enter the secret whistle room. The third whistle is in World 2-4.



Super Mario is facing the first of many Venus Fire Trap plants that pop out of pipes throughout the game. In this game pipes go up as well as down, and there are nasty plants like this one in some of the up pipes. Perfect your timing so you can jump over the plants while they're inside the pipes.

Hot Tip: When you're Fiery Mario (grab a Fire Flower to earn the power), you can knock out the plants.

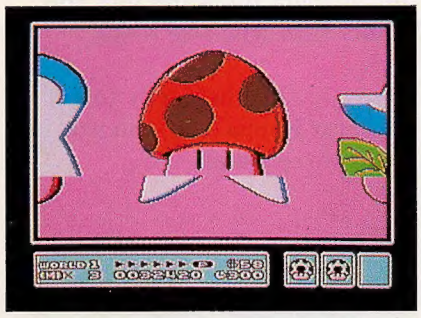
The Magic Note Blocks are just what you want when you need to soar up in the sky. Pounce on them, and press and hold the "Up" arrow. This gets you into an upper world filled with coins.



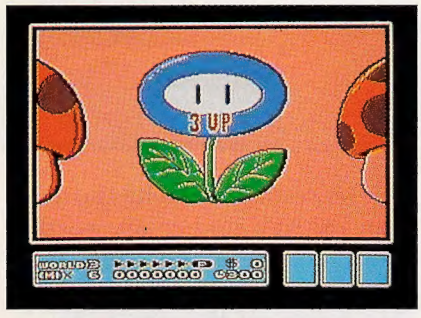
The Spade Panel gives Mario a chance to play a slot machine and win extra lives. But you get only one try, so go slowly and carefully here.

Mario and Luigi are back. It's *Super Mario Bros. 3,* the greatest Italian plumber challenge of all time. Compared to their other adventures, this game is both easier and more difficult. A beginning player can move around the map of the first world and dive in at many different levels. This is a good way to develop the skills needed for more difficult areas. A more experienced Mario player can build on earlier challenges.

The worlds of this game are Grass Land (World 1 where the grass is always green); the Koopahari Desert (World 2 where shifting sands and blocks of stone heat up the scene); Island World (World 3 where everything seems all wet); Land of the Giants (World 4 where bigger is not necessarily better); Sky World (World 5 where much of the action takes place in the clouds); Winter Wonderland (World 6 where a Tanooki Suit is just the thing to wear—it will turn Mario into an unbeatable statue); Pizza Maze (World 7 where mazes and tubes challenge your senses), and Castle of Koopa (the final challenge where it is very dark). There is also a ninth world, the Warp Zone, that allows you to move around from world to world.



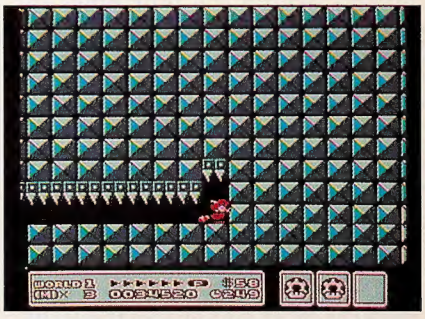
This is clearly a mushroom that is looking to go places, but unfortunately it doesn't give Mario a prize in the Spade Panel game.



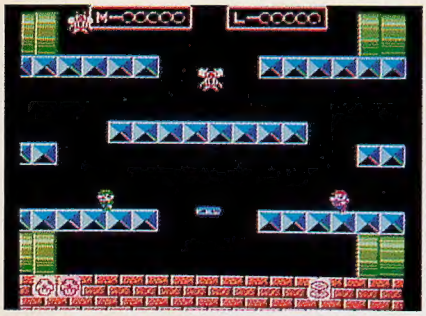
This flower is worth three extra Mario lives.

When you go into Toad's house, he lets you choose one of three chests. There is a power-up in each box. Consult the World Data Box to find out what's inside each one, then pick what you need.

Hot Tip: **After you have collected certain numbers of coins, a White Mushroom House will appear, and you may acquire an Anchor if you're in an even-numbered world, or a P-Wing if you're in an odd-numbered world.**

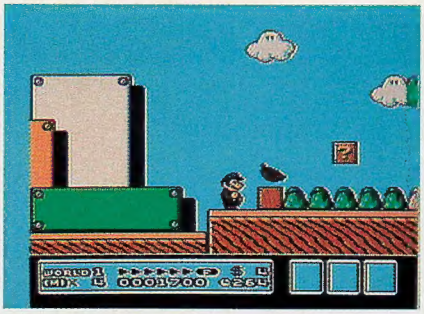


Here in the fortress of World 1, you run into this descending ceiling. Those spikes are sharp, but you can escape. There is always a notch in the ceiling that is one block higher than the rest of the spikes; get below that one. Once the ceiling has come down all the way, it will rise again for a while and you can move on.

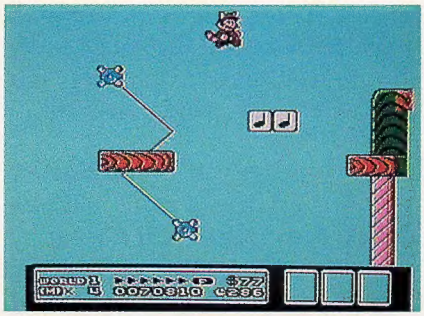


When you play the two-player game, Controller 1 operates Mario; Controller 2, Luigi. The two players can cooperate or compete against each other. If both players are in the same place on the map, you can enter the battle mode by pressing the "A" button. Watch the four pipes for the arrival of Spiny and other unpleasant folks. Bump into as many enemies as you can by jumping up from below and knocking into the blocks where they rest. After the bad guys have been knocked over, they lie still for a short time, and you should run up to them and kick them off the screen. If you punch the POW block, you will shake the whole screen and knock over all the enemies. When you have dispatched five bad guys, or if you have been touched by one of them, the game within the game is over.

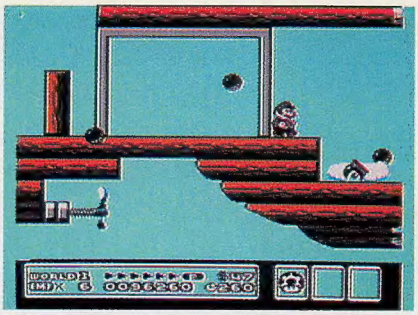
Hot Tip: If you punch the block below your brother, one of his special cards pops out and you can steal it.



Grab this leaf to give Mario his super new power, the Racoon Tail. With it Mario can fly through the air for short distances. Once he has his tail, pay attention to the Power Meter at the bottom of the screen; the meter is an indicator of Mario's ability to fly. Pressing the "B" button while Mario is walking will make him go faster, permitting him to jump higher and farther. The more you hold down the button, the higher the rating on the Power Meter goes. When it is all the way to the right, Mario's arms open up, a whistle blows, and the P symbol starts flashing. Press the "A" button repeatedly to make Mario fly.

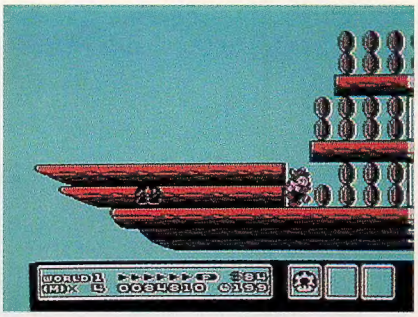


These platforms are on tracks called Rail Lifts. Study the track to see its path so you'll know when to jump. There are three other kinds of lifts: Rotary Lifts, which are like runaway escalators; Donut Lifts, which can drop you right through their holes; and Directional Lifts, which move in the direction the arrow indicates when you jump on one and press the appropriate arrow key.



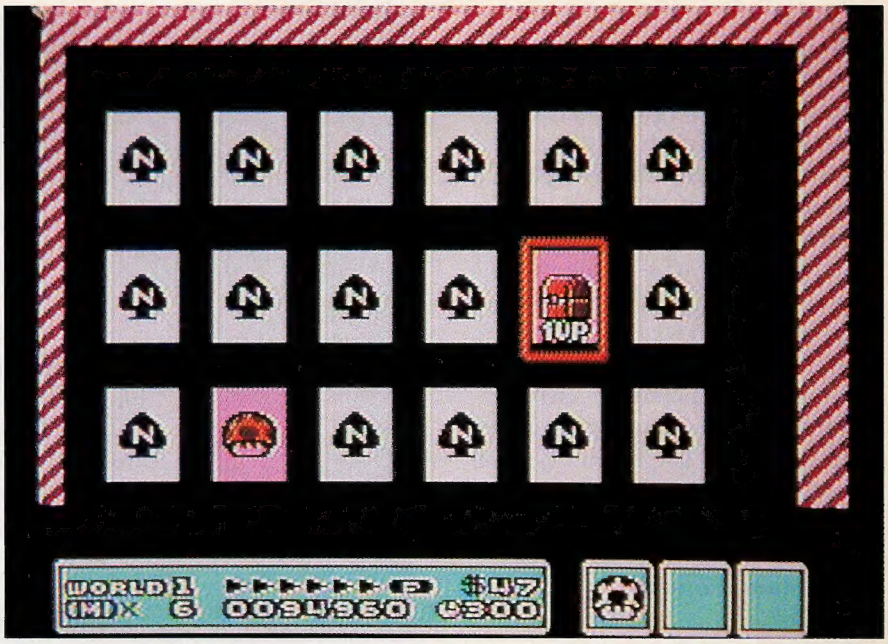
In World 1 on the Koopa kid's ship, you've got to avoid the bullets and cannon balls (jump on top of one of them if you can). When you make it across this huge vessel, you have to fight Larry Koopa himself. Avoid the magic smoke rings that the kid blows from his wand and run under him when he leaps.

Hot Tip: The best way to get rid of Larry Koopa is to stomp on his head three times.



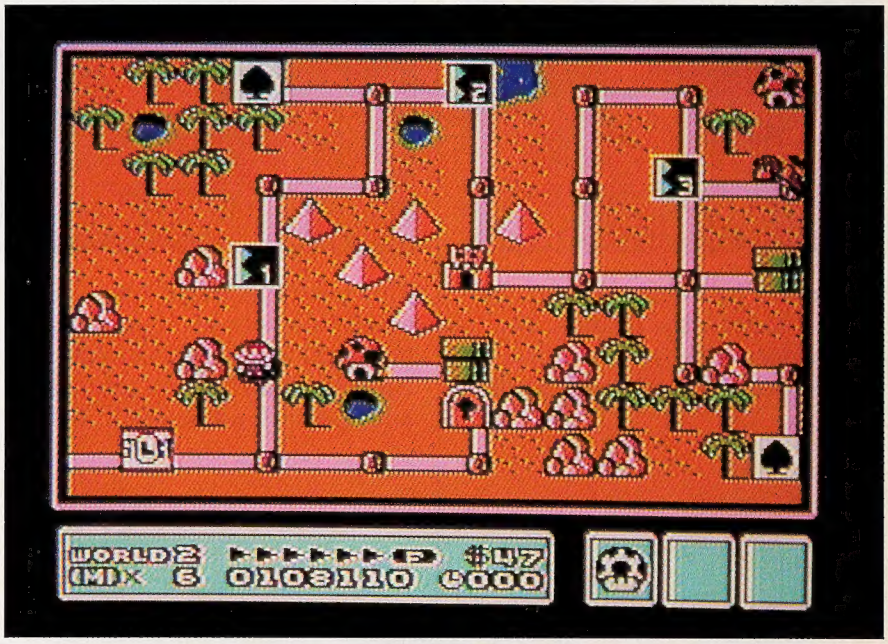
This secret Coin Boat has no less than 168 free gold coins, worth about one and a half 1-ups. Grab as many as you can before the ship moves off the screen. To make the Coin Boat appear on the map in front of the Koopa kid's ship, you need to have completed at least one round and you'll have to exit that round with coins that are equal to 11 times the round's number. In other words, exit round 3 with 33 coins, or round 5 with 55.

Care for a game of cards? Look on the map for a Spade Panel with an N in it. When you enter the room, you get to play a quick game of Concentration. There are 18 cards, shown face down. You get two chances to match a pair of cards and win a prize. Play continues until you miss twice. It's not as difficult as it would seem, since you come back to the same pattern many times before the cards are shuffled, and there are just eight patterns.

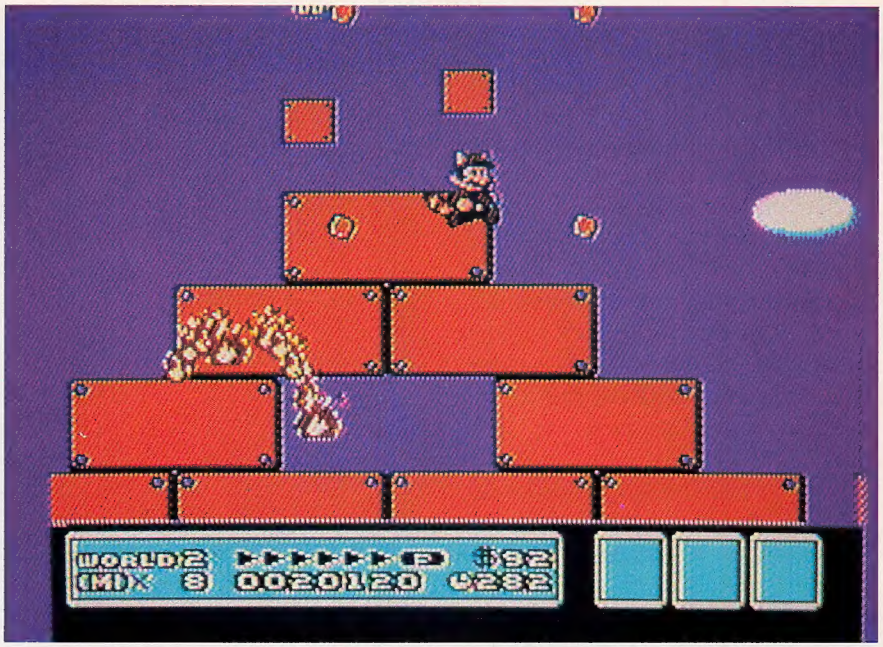


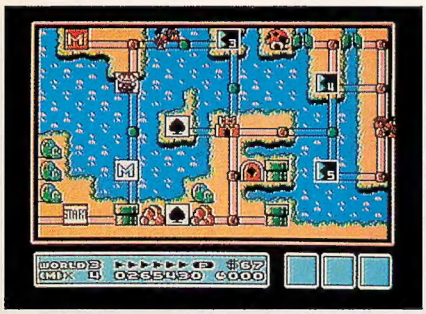
Hot Tip: The last three cards on the bottom row in every pattern are the same: Mushroom, Flower, and Star. The fourth card in the top row is a Flower in five out of the eight screens. And the first card on the bottom row is a Star in six of eight screens.

World 2 is the Koopahari Desert. This map shows only part of a much larger world. Once you get through World 2-4, you have to find a way to break through into an unseen portion of the map. The trick is to retrieve the Hammer power-up, then return to the map and go to the upper-right corner of the screen. Use the Hammer to break the block that is in your way and move on.



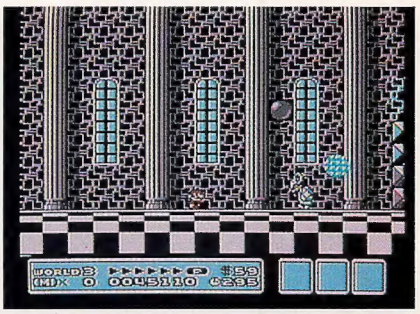
In the desert Micro-Goombas hide beneath blocks and try to crush Mario. In World 2-2 you find a hidden White Mushroom House. The trick to getting the house is to make the Switch Block appear at the start of the swimming scene, but don't use it immediately. Swim through the world to the right and grab every coin and 1-up you find and then swim back to the left and jump back up on the platform. Turn on the P-Switch to change the blocks into coins and then quickly grab all of the coins before they become blocks again. When you've done all this, the house appears on the map.





World 3 is just about all wet, but don't overlook the islands. You really need a Frog Suit in this world, so make getting one a high priority.

This island in World 3 is accessible only by hopping onto one of the little boats you find on the map from time to time. But not every island is worth a visit.



Deep in World 3, you meet a zombie Koopa called Dry Bones. No matter how many times you try to jump on him and send him away, he comes back to life, or he starts moving again anyway.

Hot Tip: Beware of the Rotodisc spinning around the mummy turtle.

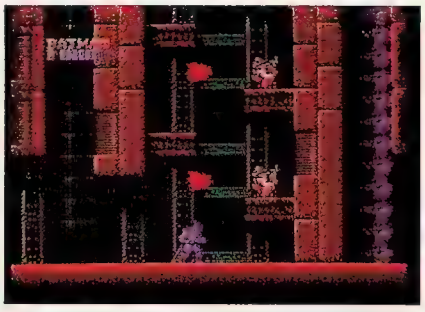
BATMAN™

Batman™ versus the Joker™ in a classic battle of good and evil that pits a cast of evil characters against a masked man armed with awesome weapons and superhuman agility. There are 21 different stages in this game on five levels. You start in Gotham City™, where you visit Main Street, an abandoned construction site, and city hall in preparation for the battle against the Killer Moth. Level 2 takes place in the Axis™ Chemical Factory, a dangerous industrial hazard where you have to deal with liquid waste, a spark floor, conveyor belts, and finally a battle against the Machine Intelligence System.

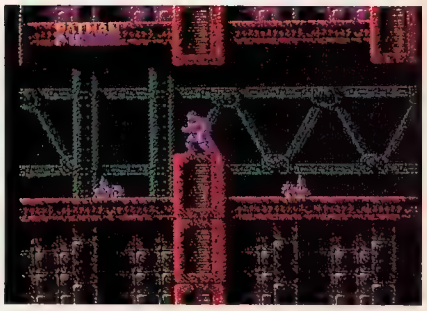
Level 3 is an underground conduit where all of Gotham City is interconnected. In the final stage, you battle against the Electrocutioner. Level 4 takes place in the ruins of one of the Joker's laboratories, where the dangers include genetically engineered life forms. On this level the scene shifts from the Research Laboratory to the Storage Room to the Thermal Processing Plant. In the final battle on the fourth level, you take on something called the Dual-Container. In the last level, the Cathedral, Batman must defeat the Firebug before he can attempt to restore justice and order by taking on the Joker himself.

This game pak is just about as dark and foreboding as the movie, and some of its graphic images look like they came right out of the epic film.

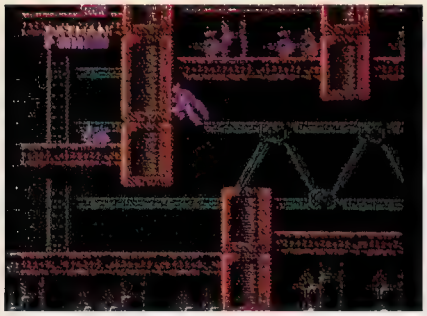
At the beginning of his quest, Batman meets thieves and bad guys. On the right side of this screen, the first of many flame-throwing Heatwaves attacks. They're not really difficult to get past if your timing is right: Wait to attack with your fists between blasts of flame, or if you're impatient just shoot.



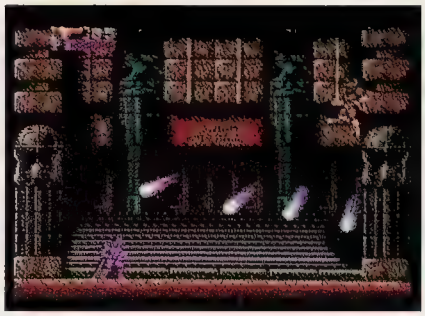
In Stage 1-2 you run into stacked Heatwaves. Take them out one at a time, jumping from right to left and climbing up on the steel skeleton of the abandoned construction site. When you defeat an enemy, he may drop such special items as pellets that add power and ammunition to Batman's weapons.



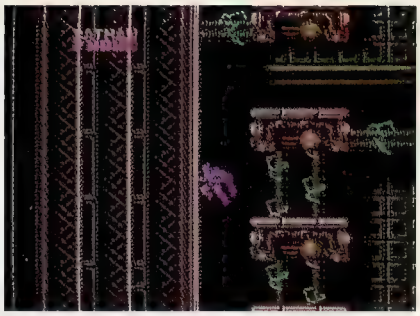
Watch out for the attacking Mobile Home Mines. They shuttle back and forth between some of the posts of the unfinished skyscraper. You don't have to defeat every one of them; jump over as many as you can to save your life points and weapons supply.



One of the key maneuvers in this game is the wall jump. It's the only way for Batman to climb some of the structures he runs into. Tap the "A" button for a normal jump, or hold down the button for a higher jump. For a wall jump, press the "A" button while Batman is in the middle of a normal jump and in contact with a wall.

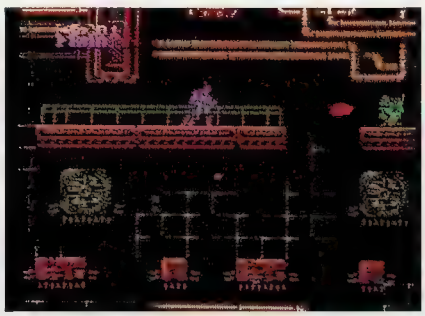


The Killer Moth flies over Gotham City Hall shooting fireballs. He is almost impossible to destroy when he is over your head. You have to wait until he comes down to your level and then cook him with your Dirk.

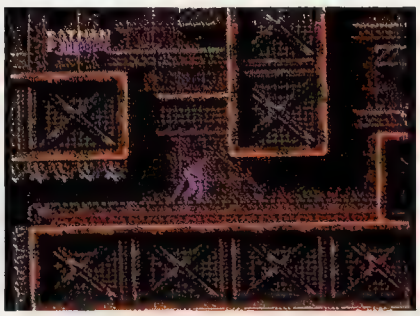


One touch of the electrical coils in Stage 2-2 can be a shocking experience for Batman. Move carefully and use the wall jump to hang onto the sides of the building while avoiding the open electrical wires. Once you make it to the top, don't imagine that your troubles are over—a treacherous automated security force is waiting just for you.

In Stage 1-2 you meet the Enforcer, who flies around the upper levels of the construction with his rocket backpack. The best way to get rid of this guy is to use the wide shot of your Dirk or another gun. Duck down behind the building's walls for safety when the Enforcer gets too close.



Level 2 takes place in the Axis Chemical Factory. The first stage is dripping with industrial wastes and mired in Pools of Gluk, a nasty chemical that's a by-product of nerve gas. The long-distance Batarang is the weapon of choice for this level; it gets thugs coming and going.

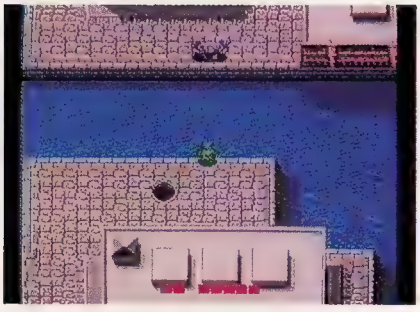


The gears of the machinery in the chemical plant are deadly, and the moving conveyor belts below them don't make it any easier to survive Stage 2-3. Use a light touch on the jumping button to survive the gaps. Watch out for the bombs dropped by Drop Claw and punch them when they're nearby to collect special items. If you manage to struggle to the top of this stage, Batman can find the Machine Intelligence System that turns off the factory's main power.

Hot Tip: The only way to turn off the power is to punch the panel just above the two guns on the Nerve Center.

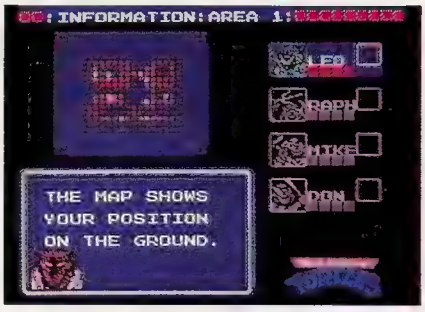
TEENAGE MUTANT NINJA TURTLES

Teenage Mutant Ninja Turtles, the video game, has the name, the look, and the kooky sense of humor and the same turtle heroes (Raphael, Donatello, Leonardo, and Michaelangelo) as the comic books and the movie. As you must know by now, the Ninja Turtles started life as baby turtles who were given as gifts to young children and eventually flushed down the toilet and into the sewer. But they came in contact with a stream of radioactive waste and became mutated into teenaged turtles who are into Ninja warfare tactics. The game's plot begins with the bad guy Shredder, who has an army of evil assistants, kidnapping a girl named April, who just happens to be the best friend these turtles have ever had.



You start the action with a bird's eye view of the streets of the New York City. Since you're a mutant turtle, you immediately check out the scene for an open manhole cover leading down into the sewers, like the one near the center of this picture. Here in Area 1, move in a counter-clockwise direction, from this open manhole to the right, then up, and then to the left.

Hot Tip: The final manholes in Area 1 are located just out of sight in the top-left corner of this screen.



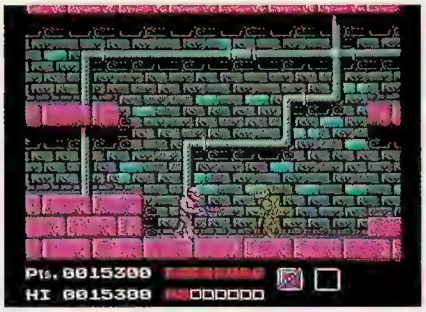
The information screen shows your current position on the ground. You also call up this screen when you want to change turtles. Anytime one of your turtles is injured, you should switch to another Ninja Turtle. This way you won't have to start all over at the beginning of an area when a turtle is captured.

Hot Tip: If you come across a pizza and you're not under direct attack at the moment, switch to your weakest turtles and feed him to restore his health.

In the sewer beneath Area 1, you have to face a dizzying array of enemies and weapons. Use the full length, width, height, and depth of each screen, and don't forget to use your turtles' special Ninja abilities. In this scene Michaelangelo, who wields a nasty Nunchuku, is fighting against a Foot Clan soldier. To escape the throwing stars launched at him, he jumps up into the air and rolls himself into a ball.

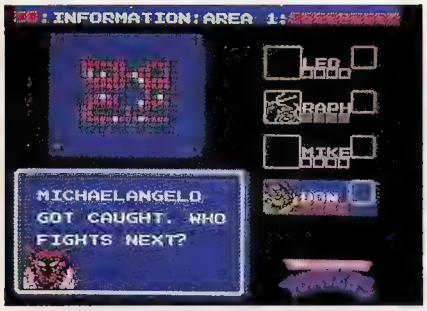
Hot Tip: The slice of pizza in the upper-right corner is worth a bite if you can get over there.

At the end of Area 1, the kidnapped April is guarded by Shredder's cohort Bibbop at the top-right corner of the screen. Donatello with his Bo stick is the best Ninja Turtle to battle this evil boss.



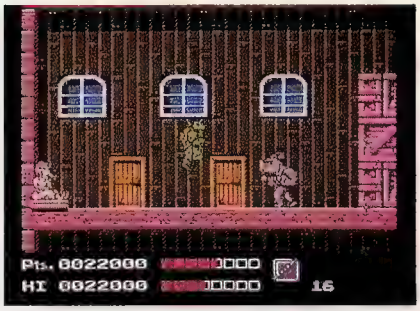
Some of the bad guys don't fight fair. This creep is carrying a chain saw, so don't get anywhere near him. Use a turtle with a long reach: Choose either Leonardo and his Katana sword or Donatello and his Bo stick.

Leonardo is showing off with his wicked Katana sword here in the final stages of Area 1. This place is full of Roof Leapers that pounce from above. In this same area, one-way conveyor belts always seem to be going the wrong way. You have to learn to jump against the direction of the arrows and keep moving to go in the direction you want.



Anytime one of the turtles is captured, you're returned to the information screen and asked to select a new fighter. Both Leonardo and Michaelangelo have been removed from the scene, so your choice is limited to the two remaining turtles. One of the keys to winning this game is to avoid having to face such a choice. You should change to another turtle before one of your team members is completely exhausted and able to be captured.

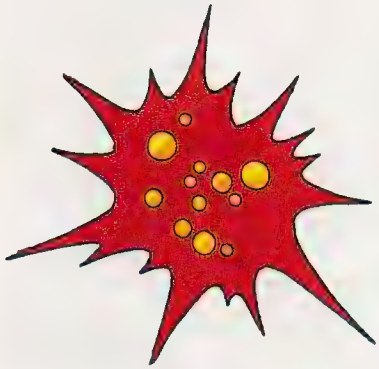
Sometimes you have to deal with the assaults of Foot Clan platoons in Roller Cars like the one just left of center. There's not a whole lot you can do about the Roller Cars except to try to avoid them. Jump on the sidewalks if you can or go down into the nearest manhole. You can always climb back up out of the manhole in a few seconds and continue on your way. In Area 3 you get wheels of your own, the Party Wagon, armed with missiles to blow up barricades.

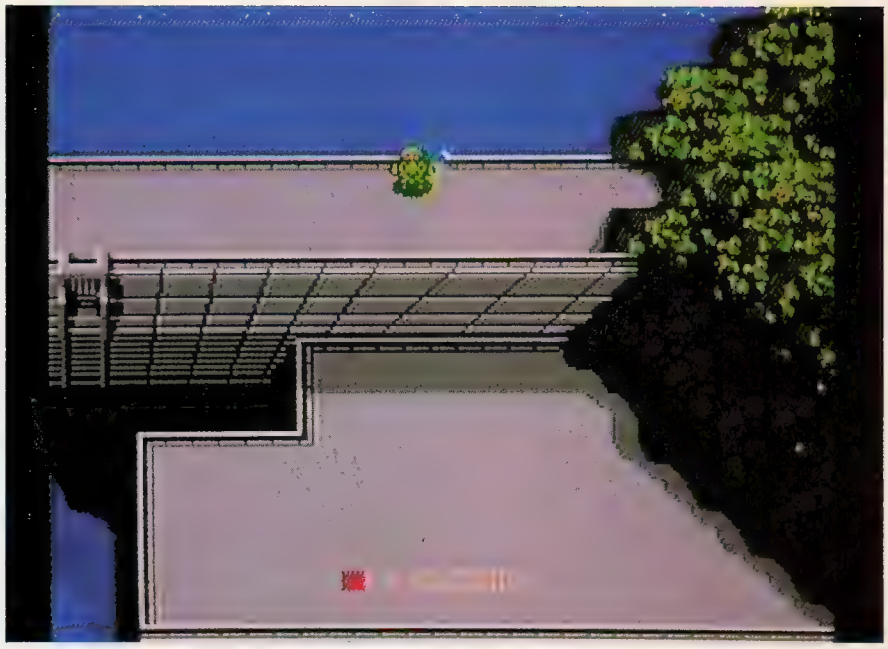


April is being held in a warehouse by Bibbop. He's got a machine gun, so call on Don or Leo since they can keep a safe distance and still put up a good fight.

In Area 2 you have only two minutes and twenty seconds to find and disarm eight bombs that Shredder has planted.

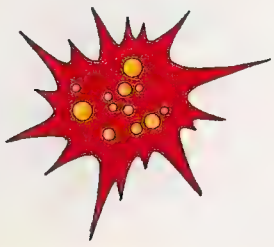
Once you've fought your way to the top of the dam, locate the notch in the wall and dive off into the water where you disarm the devices.



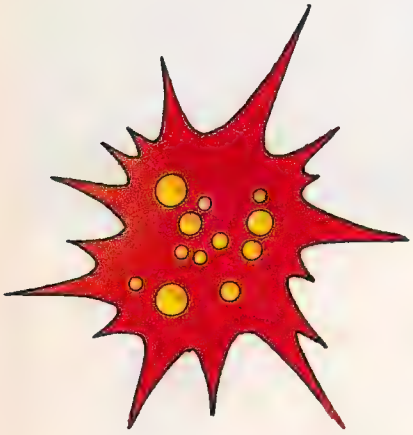


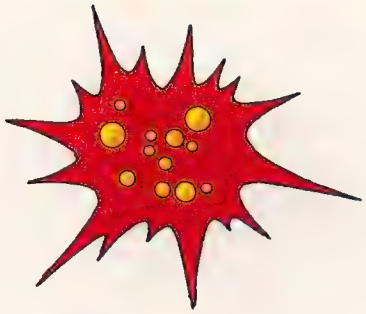
Underwater you have to be careful not to confuse a bomb with a trap. But don't waste any time; the clock is ticking. Here is one successful route: After you've defused the first bomb, stay along the bottom channel and go for the second. Then double back to the left and go up for number three and then right for four and five. Come back a little way, then go up and to the right for the sixth bomb. Double back, then go down and to your right (the turtle's left) for number seven. You can find the last bomb by going down, to the right, and back to the left.

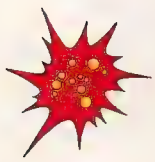
Avoiding the electromagnetic barriers is a matter of timing—wait to cross between the pulses. But if you are almost out of time, it makes sense just to blunder on through the barriers. Be careful not to deplete the power of one of your turtles so that you won't have to start this area all over again.

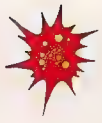


The final bomb of Area 2 is located at the end of this double-back. The seaweed will give you a nasty sting and the electrical barrier is two pulses wide, but who ever said being a Teenage Mutant Ninja Turtle was easy?









A BOY AND HIS BLOB

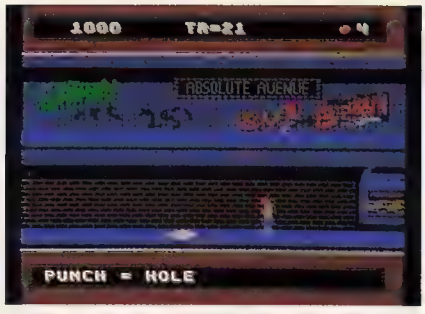
You're not going to believe this game, but you're probably going to want to play it. *A Boy and His Blob* isn't like any other game pak, and even though the action won't increase your heart rate, it's fun to play and keeps you coming back for more.

The planet Blobolonia has been taken over by an evil emperor, who forces his subjects to eat nothing but marshmallows and chocolate. Healthy things, like vitamins, are forbidden. The Boy (that's you) sets out to make Blobolonia safe for health foods.

Your companion is an alien Blob with an appetite for jellybeans that completely change his shape. Feed him a licorice jellybean, he becomes a ladder; cinnamon makes him into a blow torch; and when he eats vanilla, the Blob turns into an umbrella. He's a handy pal to have around when you're on a mission.

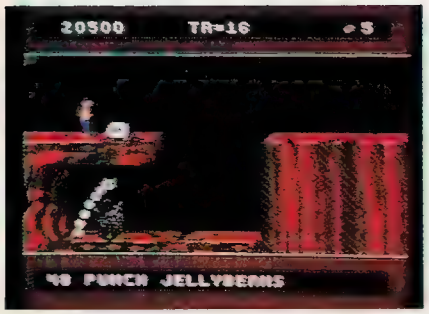
The game takes place in a big city that might be on Earth and in the unearthly world of Blobolonia. Transportation between the two worlds is provided by root beer jellybeans that transform Blob into a rocket.

At the bottom of the screen, your current jellybean flavor and the number of them that you have left is displayed. When the game begins, you have different amounts of each flavor and some are more valuable than others.



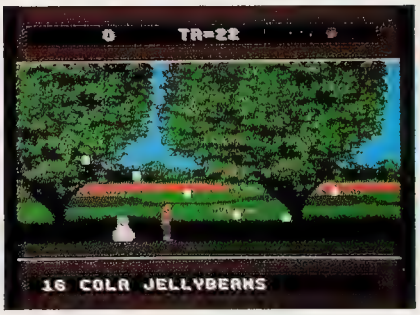
Walk to the right of the opening screen until you come to subway stairs and then go down. The tunnel is the upper level of 18 floors of strange adventures; after this there are no more stairs. To get below the train platform, toss Blob a punch-flavored jellybean; he will become a hole.

Use a licorice jellybean to get to treasures stored on this upper level. After you've climbed the ladder and grabbed the goodies, get back down to the lower level and walk almost all of the way to the right before you punch another hole to descend one more level.

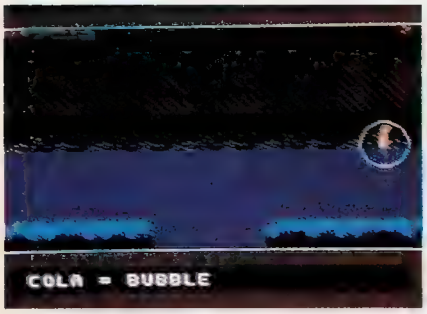


Troublesome subway serpents guard the treasure troves. You have to figure out the right timing to jump off the ledge, run under the serpent, grab the booty, and then run out. Lower down when you come to a place where a subway serpent is across a gaping chasm; use strawberry jellybeans to change the Blob into a bridge, then carefully run under the serpent.

Work your way back up to the street level with the treasures you've collected so that you can begin your rescue mission on Blobolonia. When you reach the subway platform, one way out is to position Blob underneath the round manhole cover, then change him into a jack with an apple jellybean and pop off the cover. Once you're on the street, head all the way to the right to the health foods store and buy as many vitamins as you can.

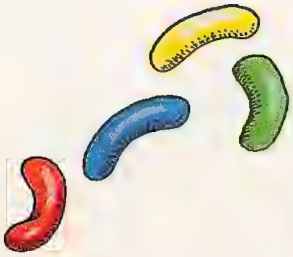


After you land on Blobolonia watch out for deadly marshmallow trees. Just one hit and you become a gooey mess. Luckily, the trees are in nice even rows and always follow the same pattern. Practice and a light touch on the arrow keys make perfect.

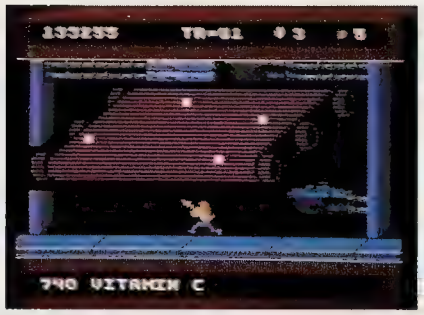


When you get to the underground river at the bottom of the city world, jump down to the water's edge using a vanilla jellybean to make an umbrella that softens your fall. To float down the river, surround yourself with an air bubble; feed Blob a cola jellybean, and then step inside the bubble. Move very slowly and carefully while you are inside the bubble. Stay near the middle of the screen to avoid spikes that could burst your bubble. Collect the treasures and then go dry off.

Blast off for the dangerous world of Blobolonia on an incredibly fast rocket by feeding Blob a root beer jellybean. Climb on quickly once he turns into a rocket.



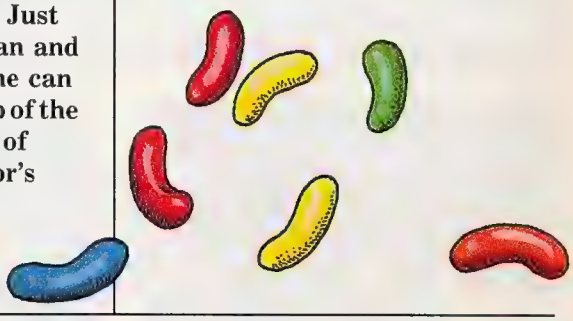
Further on, the challenge is more difficult until you find the secret. These trees drop cherry bombs, and if just one of them explodes, it can ruin your whole day. To get past them, you could use a rolling coconut, but brute force is the best solution: Toss Blob an orange jellybean; he becomes a Vitablaster gun, which the Boy uses to spray those bad bombs with vitamins.



The candy factory conveyor belts can be dealt with in only one way. Use the Vitablaster to pick off the falling marshmallows. Then give Blob a tangerine jellybean when he is just to the left of the conveyor belt. Jump on the trampoline, get off onto the candy cane at the top of the machine, and turn off the power switch.

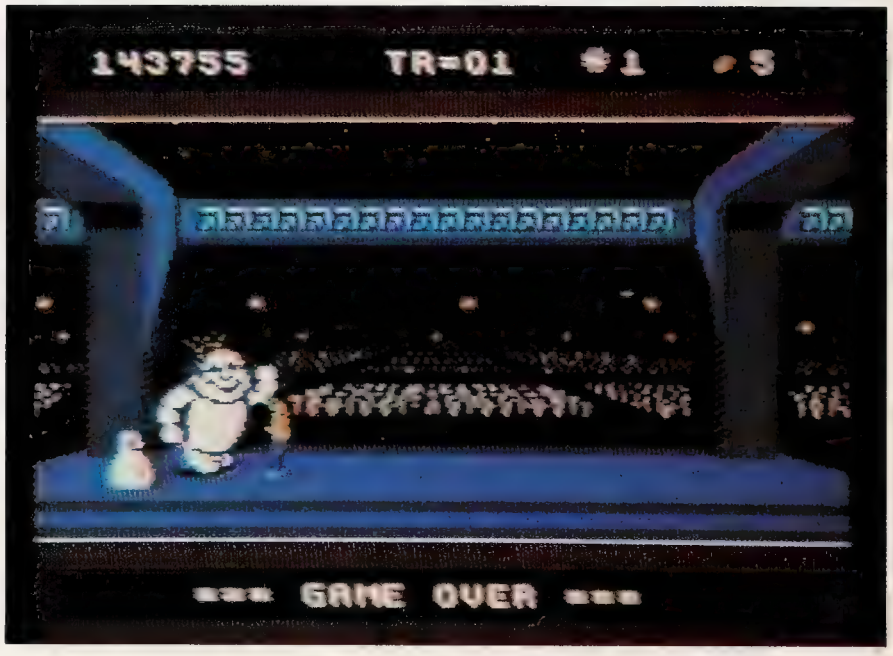
If the Emperor of Blobolonia captures Blob and imprisons him in the cage, don't despair: Just toss Blob an apple jellybean and start running. As a jack, he can easily burst through the top of the cage and overturn the pot of vitamins above the emperor's head.

It's nice to be appreciated.

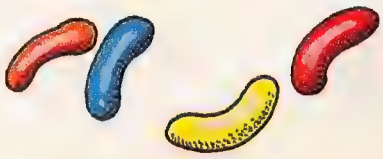


After you escape from the factory, you enter a cavelike room where munching molars want you for dinner. You've got to time your moves just right.

Hot Tip: Spend plenty of time collecting as much treasure as you can before you go to the health foods store, so you have enough ammo to use the Vitablaster whenever you want.

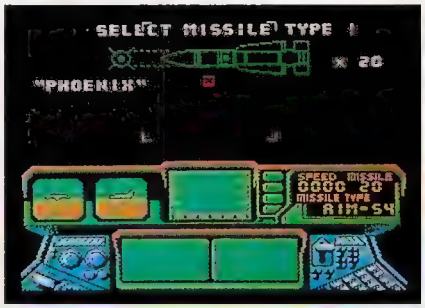


Take a bow and congratulate yourself on a mission well done.

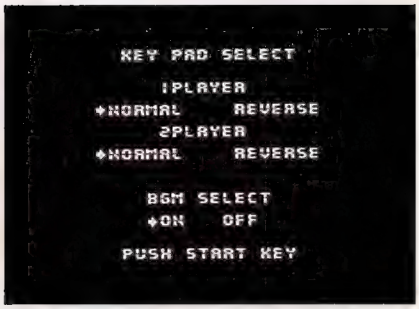


TOP GUN II

Mission #1 puts you in the pilot's seat with orders to "hunt down and destroy the enemy's new high-tech bomber." Throughout your entire flight, your fighter's instrument panel provides you with valuable information about your mission and the enemies around you. There are four alert lamps. The top lamp flashes when an enemy is within view but not necessarily locked in your sights. The next lamp down flashes when an enemy has locked onto your plane. The third lamp flashes to inform you when you have locked your missile launcher onto an enemy. The final lamp flashes during a barrel roll when your plane starts to pull Gs.

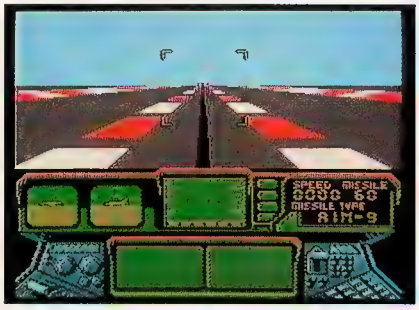


During flight preparation, you must choose which missiles your plane will carry. The more powerful the missile, the fewer missiles you receive. The Phoenix is the biggest missile and is particularly effective against large targets like ships. When your fighter is equipped with the Phoenix, wide missile sights are on screen. The Sparrow uses the medium missile sights and is an effective general-purpose weapon that will bring down jets and bombers. The small Sidewinder is the air-to-air ace and uses narrow missile sights for long-distance fighting.



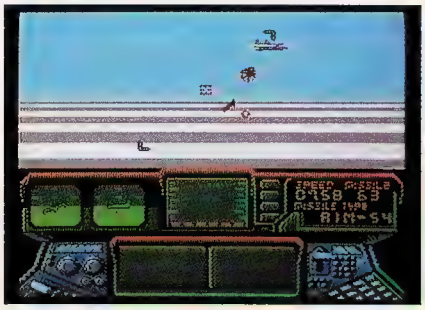
The Key Pad Select menu lets you determine how your controller responds. You can choose between the normal option, in which you press the "Up" arrow to fly up and the "Down" arrow to fly down, and the reverse option, which makes your controller act like a jet fighter's joystick. In this option pressing the "Down" arrow is equivalent to pulling back on the joystick to make a jet climb, and pushing the "Up" arrow is like pressing the jet's joystick forward for a dive.

This game is not for timid or slow-moving players. It takes you into an open sky filled with frantic dogfights, incoming missiles, and walls of flak. Buckle your safety belt because at Mach 2 you don't have time to make mistakes. *Top Gun II* is a much faster paced challenge than the original *Top Gun.* As the pilot, you have more control over your aircraft, but you have a more difficult time locking onto your enemies and destroying them.

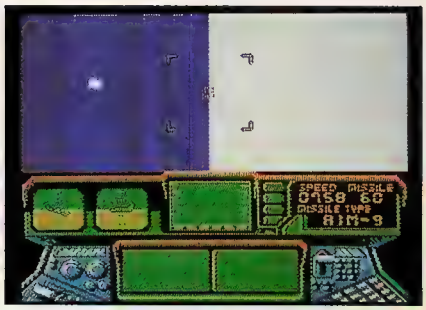


Your fighter's autopilot takes off automatically. Once you're in the air, for both the one- and two-player versions, the "B" button allows you to shoot and the "A" button controls your plane's speed. The slower your plane is flying, the easier it is for you to lock onto your enemy and destroy it. But flying slow makes you an easy target.

In the center of your screen, there's an oncoming enemy fighter. The Target Lock-On Arrow tells you that your missiles are armed and ready to be fired. Don't wait too long, or the bad guy may fly out of harm's way.

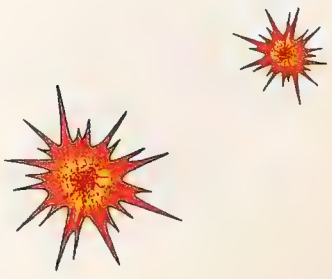


When you are flying, pressing the "B" button fires your plane's Vulcan Cannon. When an enemy enters your sights, the missiles are armed automatically. Lock a missile onto the enemy and press the "B" button twice to shoot the missile.

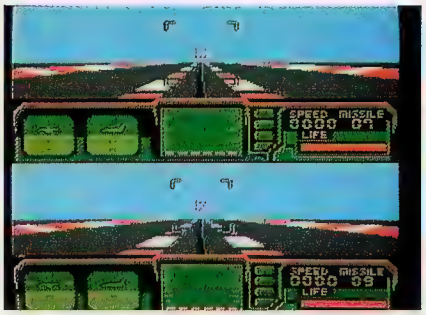


You can do just about anything you want with your F-14 (except crash into the sea—you'll automatically pull out of a full dive). A barrel roll is a particularly effective special move. Press the "Left" or "Right" arrow rapidly twice in a row. In a barrel roll, you won't be able to go up, down, left, or right, but you may be able to evade an enemy missile that is coming directly at you.

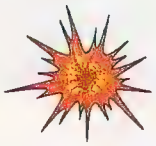
Hot Tip: The ultimate evasive maneuver in this game is called Rolling the Dice. Press the arrow pad twice rapidly in the opposite direction of the barrel roll.

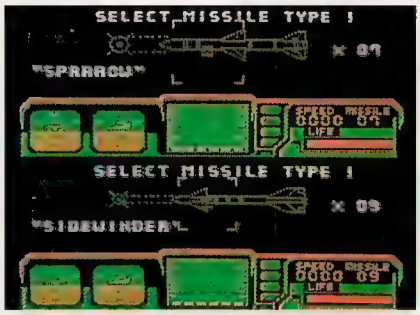


In Mission #1 after the dog fight, search for and destroy all of the enemy attack subs. While you're shooting down at the subs, they're shooting up at you. Dodge their missiles. In subsequent missions, you destroy enemy tanks, the Black Jack Bomber, the Hind-Alpha Death Chopper, the Star Wars Space Shuttle, and the Fire Storm Fighters. Each time you shoot down one of the enemy's top pilots, you get a promotion. There are seven top enemy pilots for you to blow out of the sky.

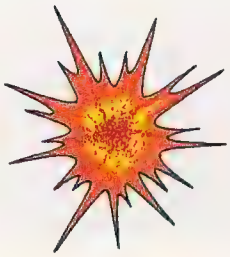


The two-player version of this game is dramatically different from the one-player mode. You go head-to-head against your friend in a dogfight, and only one player survives. Use your plane's weapons, your radar, and your superior flying skills to destroy the other plane. In this screen both planes are sitting on runways waiting to takeoff.



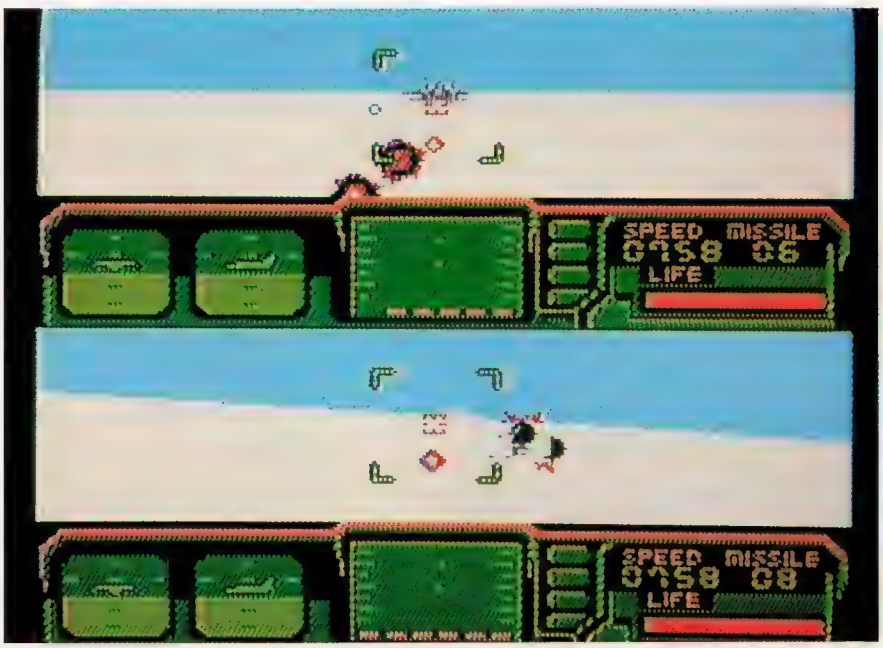


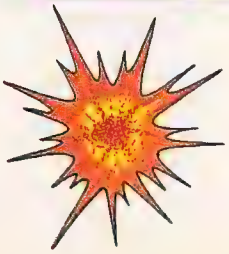
Player 1 chooses a powerful medium-range Sparrow missile for the dogfight. Player 2 selects a load of Sidewinders, which are better for longer-range fighting.

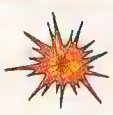


During the dogfight don't become distracted by what's going on in your opponent's half of the screen. Keep your mind on the jet you see in your view; it's your opponent. Don't waste what little time you have by checking out the way your jet looks in the other guy's screen.

Hot Tip: Always keep track of your enemy's location by watching your radar panel.



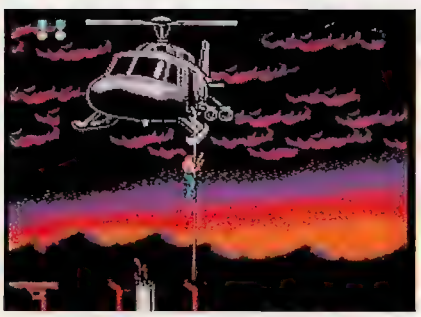




SUPER C

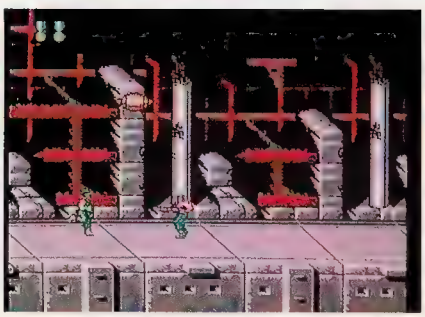
This game takes up where *Contra* left off. Mad Dog and Scorpion, two highly capable guerrilla warriors, are back fighting against their worst enemy, Red Falcon, whose army is made up of the galaxy's most feared criminals. These fiends have taken over the bodies and minds of human soldiers.

Even if you mastered *Contra*, which is a very difficult game in its own right, *Super C* may blow you away with its fast pace. The key to success for this game is speed. Whatever you do, don't stop firing your weapon. The enemy is everywhere. Once the game begins, there is no time to think—rely on your instincts, training, and a joystick with a turbofire feature. A slowdown switch is also a big help, and your chances of success more than double if you have a friend playing along with you in the two-player simultaneous mode.



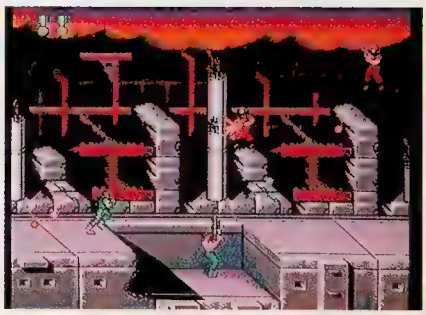
At the beginning of the game, a helicopter drops Mad Dog (one-player mode) and also Scorpion (two-player mode) right in the heart of Fort Fire Storm. When your feet hit the ground, start shooting. The helicopter will not come back for you unless you succeed. Use the "B" button to shoot and the "A" button to jump. The control pad allows you to move and determines the direction your weapon will shoot.

Hot Tip: **Don't forget to point your weapon up to take down the snipers above you.**



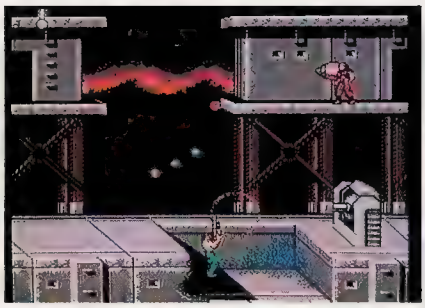
After you've killed the first few enemies, a football-shaped power-up capsule floats overhead. Shoot it down and capture the hawk within by touching it. Hawks give you additional weapons and powers. This first power-up is a machine gun. Before you jump in the upcoming ditch, shoot down both power-up capsules that appear.

Hot Tip: **Use your ability to jump up and curl yourself into a ball to avoid enemy fire; this won't make you invulnerable, but it will make you a smaller target. And you can continue firing while you're all balled up.**

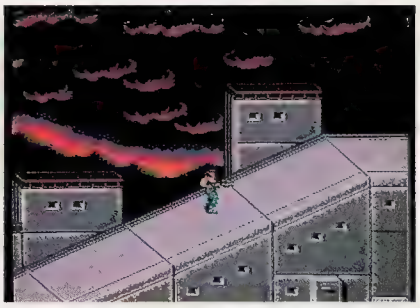


Watch out for soldiers firing at you from above; aim your weapon up to take them down. Remember where the enemies hide because they use the same hiding places in every game. Don't stay in one place for more then a few seconds; always keep moving forward. Press the "Down" arrow to get beneath the line of fire, but don't stay still too long.

As you proceed up the ramp, keep firing in all directions. Watch out for snipers in the tower. The two power-up capsules that pass overhead help you get by the enemy who's lying in your path. It's difficult to jump over him, but one of the capsules will make him disappear.



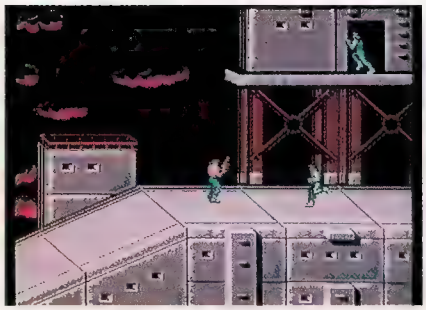
Be prepared for the sudden emergence of gun turrets. Lay down a constant stream of fire to destroy them, but keep an eye open for enemy soldiers who try to surround you while you are busy with the turret. And don't forget to shoot down the power-up capsules that pass overhead.



Even when the coast seems clear, you should get ready for the attack that you know is coming your way. Since the enemy always comes at you from the same place, you will quickly learn what to look out for.

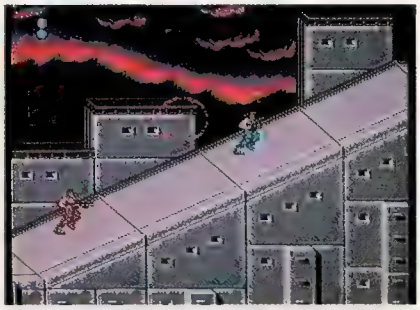
Hot Tip: To start the game with ten extra lives, at the title screen, press "Right," "Left," "Down," "Up," "A," "B," and then "Start." You will also have ten men in every continued game.

On the second ramp, beware of grenades lobbed at you from behind the wall. They come at you one at a time or in patterns of three. Timing is the key to getting past the grenades.



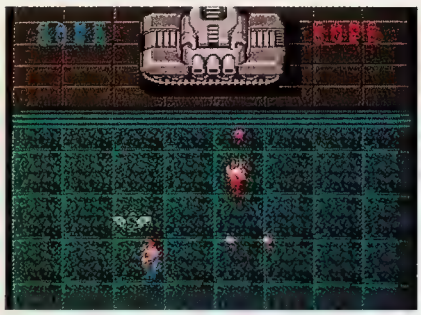
Look over your shoulder: An enemy may be gaining on you while your attention is directed to the front. There are times when you will need to alternate your fire in two directions; this is when a partner is more helpful than eyes in the back of your head.

Hot Tip: Don't think you can outrun the enemy because most of the time you can't.

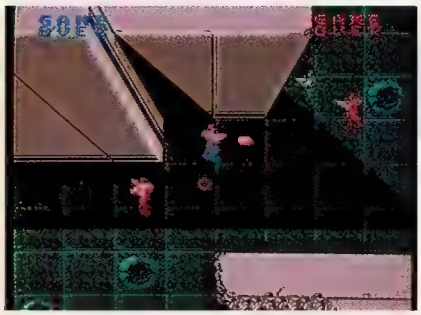


Playing *Super C* with two players allows Mad Dog and Scorpion to watch each other's backs. This may not make the game any easier, but it might allow you to stay alive longer. At the end of this stage, an enemy helicopter appears. Shoot at the gun ports of the helicopter and destroy all four of them. Next, concentrate your fire on the aliens exiting the helicopter.

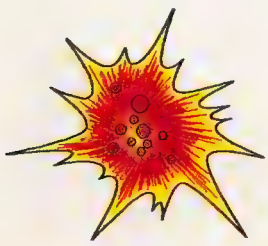
Hot Tip: Three bombs come at you one right after the other. They keep you pinned down for a while, but as soon as the third bomb hits, run as fast as you can.



Stage 2 takes place in Fort Fire Storm's Warped Mind Command Center. The key to this stage is to concentrate on getting past the big guns. You don't necessarily have to destroy them. Time your run for the few seconds when the gun turret has swung away from you, and you can sneak past without wasting ammo.



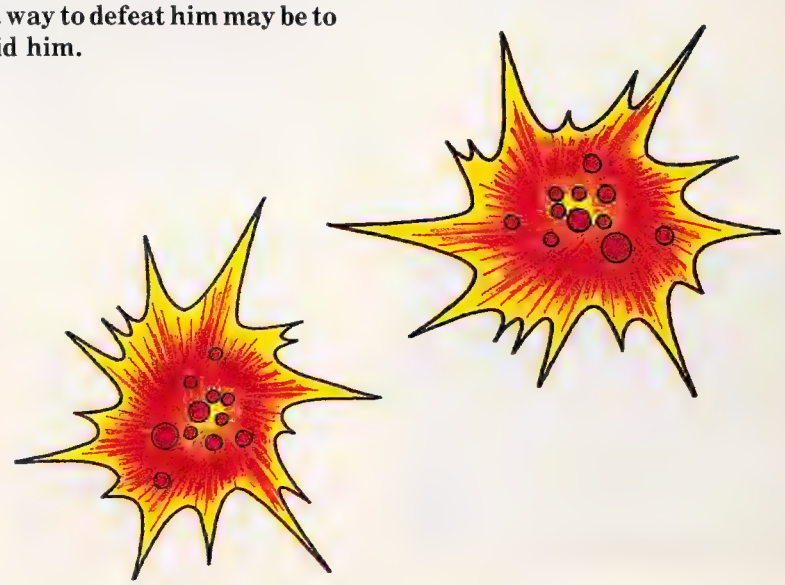
As you move through the base, keep shooting down power-up capsules and capturing Pill Box Sensors. In addition to the machine gun you got in Stage 1, you can find a spreader, which sprays your weapon's fire in many directions; a laser gun; a flame thrower; rapid-fire capabilities; and a mega-shell, which kills all the enemies on the screen. A special barrier weapon can make you invincible for a short period of time.



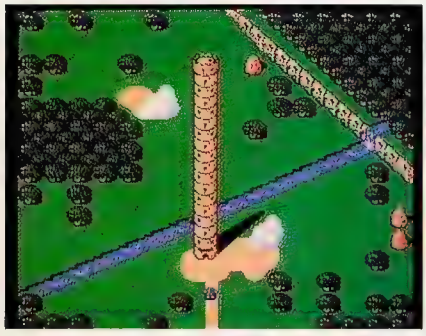
Stage 3 features the Tropics of Torture. Deadly mortar cannons come out of the swampy ground, and you must destroy or avoid them. The pretty green jungle is booby-trapped, but when you are in the water, you can avoid enemy fire by holding your breath and going underwater.

Hot Tip: The boss of this stage is the Babalu Destructoid. Like other enemies in this game, the best way to defeat him may be to avoid him.

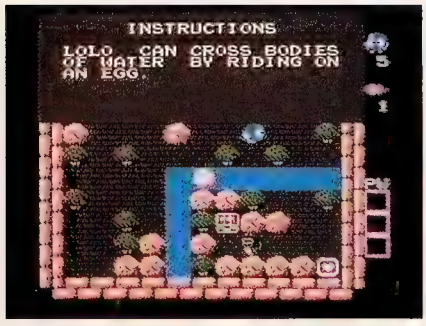
Special Tips: The Inner Base of Stage 4 includes a deadly Laser Shower. The trick to defeating it is to carve out a safe space in the middle of the showerhead with your spreader weapon and then take out the sides. The key to winning Level 7, the Headquarters, also involves use of your Spreader. You can find one in the capsule to the right just as you fall out of the bubble tunnel.



ADVENTURES OF LOLO 2

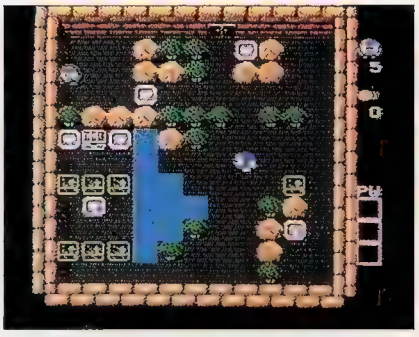


Here in the bright and entertaining opening scene, Lolo walks across green gardens to enter the tower and castle of the King of Eggerland. Somewhere, way up at the top and at the end of dozens of increasingly maddening (and satisfying) challenges, you'll find his kidnapped girlfriend.



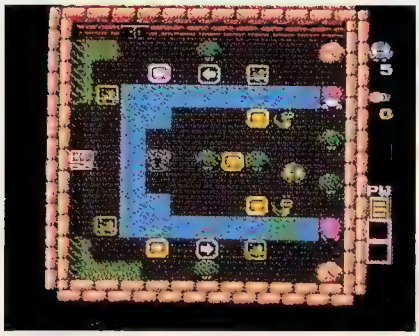
There's a tutorial at the start of a game to get you started. You'll get farther faster if you take time to learn what it has to teach you.

Grab the five hearts along the bottom and right side, leaving the one in the top left for last. To succeed on this screen, you need to have picked up a Magic Shot. Turn the Snakey in the top left into an egg and quickly move him out of the way to snarf up the last heart. Now move to the Treasure Chest and out the door.

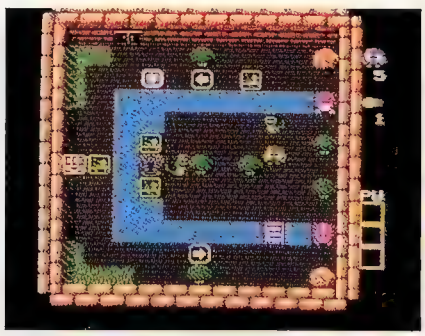


In Room 1-3 the trick is to gain access to the hearts in the left corner. Go down and to the left, then move the leftmost Emerald Framer up one row. Come back and move the right Emerald Framer up one row. Now you are free to move the remaining Emerald Framer over to the left or right side and out of the way, opening access to the heart. You must repeat this same process with the next group of Emerald Framers. When that's finished, grab the hearts in the lower-right and upper-right corners, then take a deep breath and concentrate. There is an Alma running around in a rectangular pattern in the upper-left corner. Grab the last heart just as this Alma goes past it and then hightail it right, down, left, and up to the Treasure Chest. All that's left to do is to walk at a leisurely pace to the open door at the top of the screen.

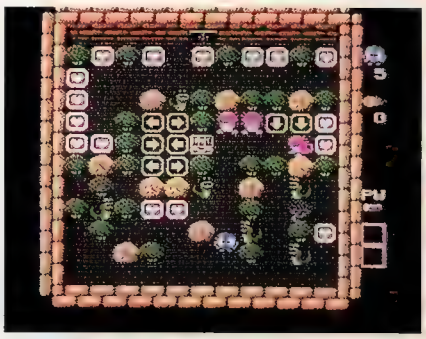
Welcome to Eggerland, home of Lolo and his love, Lala. The *Adventures of Lolo 2* is a polished jewel, with stunning graphics and a fascinating cast of enemies. This game is about as challenging as any pak you'll ever play. It combines slow deliberate planning with mad dashes across dangerous ground, and it's all displayed against an attractive and ever-changing background and a bouncy musical score. The story line and game play are similar to the first *Lolo* game, but the adventure is all new.



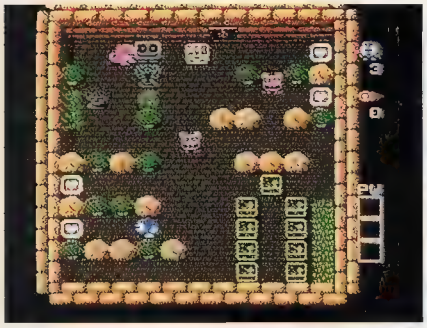
The single threat in Room 5-2 is Medusa. The villain starts with a fairly clear shot of its deadly Evil Eye in four directions, so you have to box it in. Collect the upper and lower hearts that are just to the right of the center of the screen. Then go down and shoot from above the Snakey in the bottom right. When he turns into an egg, push him into the water. Move to where Snakey was, face the river, and build a bridge. Cross over the river, go down and get the Emerald Framer, and bring it across the bridge and into position one row below Medusa. Run back across the bridge and wait on the other side until Snakey reappears. Move next to Snakey and shoot him; act quickly and move his egg up three rows and then to the left and down so that it ends up between Medusa and the remaining heart in the center of the screen. Grab that heart. Go to the upper Snakey, shoot him, and cross the stream on his egg. Don't touch the first Emerald Framer you come to, and be sure to stay above the first heart. Bring the Emerald Framer in the top-left corner down until it is blocking the Medusa's shots to the left and scoot by through the Treasure Chest. Bring the bottom-left Emerald Framer across the bridge and use it to block the Medusa's shots at the upper-left-hand heart.



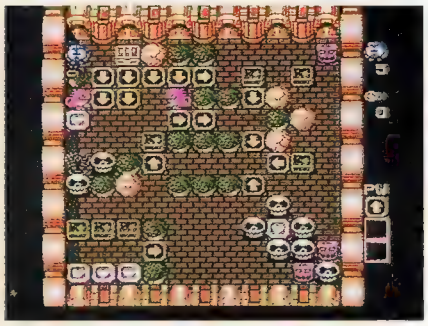
You are just about to complete Room 5-2. Medusa is boxed in. Shoot the Snakey above Lolo, push him into the river, and walk across him to the other side. Ignore the Emerald Framer, collect the remaining heart, and then head for the Treasure Chest to open the exit door.



To begin 5-3, go first for the left heart at the bottom of the screen. This earns you the Hammer. Then go back down to the bottom-right corner and grab the heart there. Go to the left and up, then shoot the second Snakey from the right. Quickly move him over to the right. Scoot back, left, and down, then push the egg up one row to block the Medusa. Now collect the remaining heart at the bottom of the screen and head for the Treasure Chest in the middle. Blast a rock to gain entrance to the upper level, which is full of hearts. From that point, you are on your own.



The trick to solving Room 6-4 starts with timing: Make sure you don't become blocked by the little gray Rocky. Then make good use of the Emerald Framers that are stacked along the right side. Move one of the Emerald Framers onto the patch of grass underneath the right-hand Medusa and then use another Framer to block the other Medusa and Gol.



This is Castle 3, which you come to near the end of your long and entertaining quest. The key here is to block in the entire bottom-right corner with three Emerald Framers.

This game has an unlimited supply of continues, and you can also re-enter the game at a later time using passwords.

Hot Tip: Here are a few passwords: For Room 1-3, punch in PQPD; for Room 1-4, PVPT; for Room 5-2, HBKM; For Room 5-3, HLKY; for Room 6-4, HJKR; and for Castle 3, QKDH.

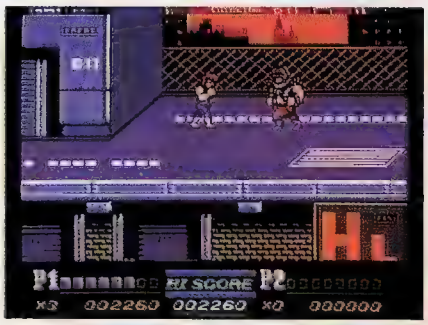
DOUBLE DRAGON II

If you liked *Double Dragon*, and who didn't, you're going to be doubly pleased with *Double Dragon II*. The Black Shadow Warriors are back and so are that dynamic duo Billy Lee and his brother, Jimmy. It's a blood battle to avenge the death of Billy's girlfriend Marian.

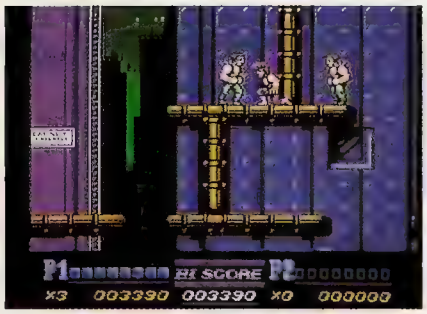
If you opt for a one-player game, you are Billy Lee and you go up against the entire army of Black Shadow Warriors. In the two-player game, you have Jimmy's help. There's also a third option that has Billy and Jimmy fighting each other as well as the enemy.

After you select the number of players and the level of play (Practice, Warrior, or Supreme Master), the battle begins on the streets of New York City. Use a series of kicks and punches, changing your tactics to find the most effective combinations. Don't try to take on more than one enemy at a time, and try not to get sandwiched in between a pair of bad guys.

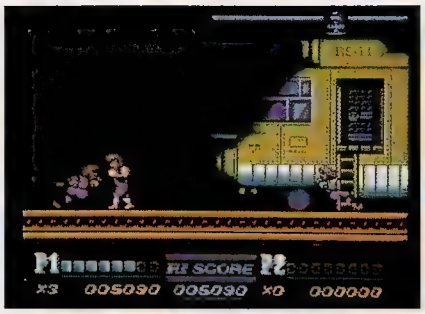
When you come to this ladder in the first mission, don't climb it. Wait at the base of the ladder and punch out each of your enemies as he comes down the ladder. These guys never realize that your picking them off one by one and will keep coming.



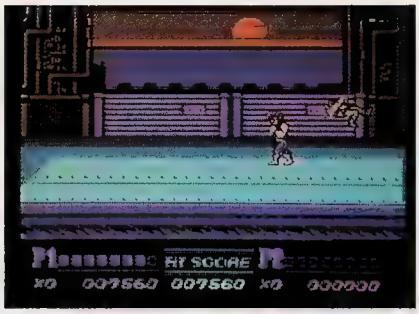
The boss of Mission 1 is a large, nasty guy who wears red pants and a strange helmet. But forget about his clothes and start fighting. The key to destroying this enemy is to jump over his head and come up behind him, punching and kicking at his back. When he turns around, jump over him again. Keep at it until he falls down and then stay directly behind him, punching and kicking until he disappears.



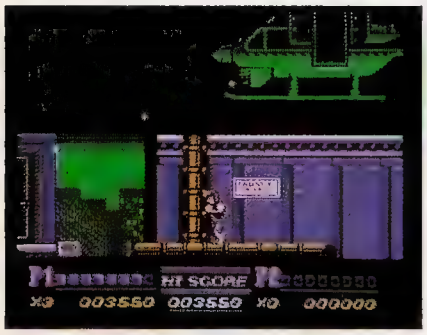
Mission 2 takes place at a heliport. To complete this assignment, you have to jump across buildings and climb up and down pipes and ladders. If an enemy is in the same building with you but on a different level, stand below the ladder and wait for him to come to you. The bad guys always fall for the same old trick.



When you come to the second helicopter, you meet up with a new batch of enemies who can jump higher, kick harder, and shoot faster than anyone you have met before. Fight them as hard as you can, but don't be surprised to see the helicopter lift off without you once you defeat them.



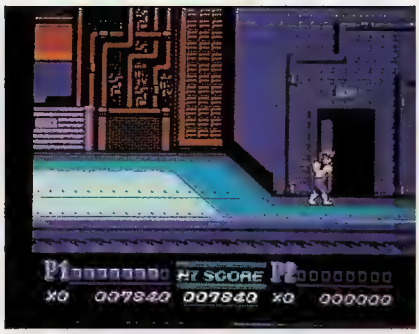
You head to Undersea Base for Mission 4. The first battles take place outside the base. The wide stage lets you go backward and forward on the screen as well as left and right when you take on the Black Shadow Warriors.



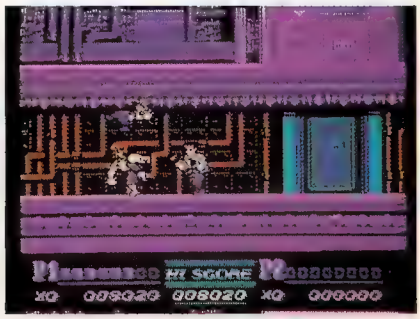
Climb to the roof of the heliport, but go back down quickly. The enemy helicopter is coming toward you. Watch out for the machine gun on the chopper as it approaches. Once you're back inside, wait at the bottom of a ladder, and you can pick off most of your attackers. Watch out for the girl who throws a grenade; move quickly, grab it, and toss it back at her. Once you've gotten past the enemies and the helicopter has departed, climb up the ladder and proceed along the rooftop from left to right.

The third mission takes place in the tight quarters of the cargo hold of a helicopter, whirling its way to the headquarters of the Black Shadow Warriors. Your enemies enter from the door to the left. As you fight, keep an eye on the green door to the right. From time to time, it opens; if you're in front of it, you get sucked out of the helicopter. But if you throw one of the bad guys toward the open door, he gets sucked out and you survive.

Hot Tip: Stand near the left door to get the jump on each new group of bad guys as they enter.



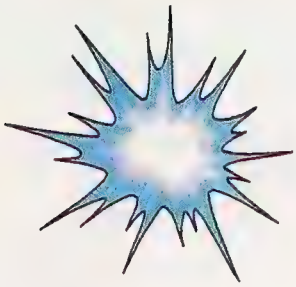
After you've dispatched the thugs, go into this elevator and descend to the base itself. Be careful: Don't walk too far or you'll fall into the water.

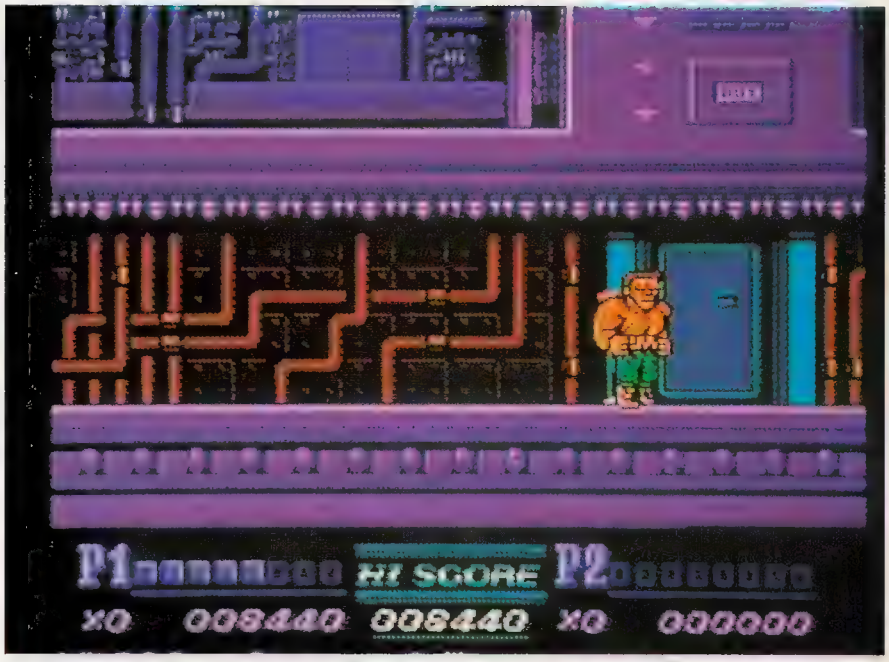


Once you're in the base, pay attention to the low ceiling. Don't jump up, or you lose energy.

To destroy enemies who are larger than you, punch and kick at them from behind. Learn which doors and passageways they come from; these guy use the same exits in every game you play, so all you have to do is lie in wait for them.

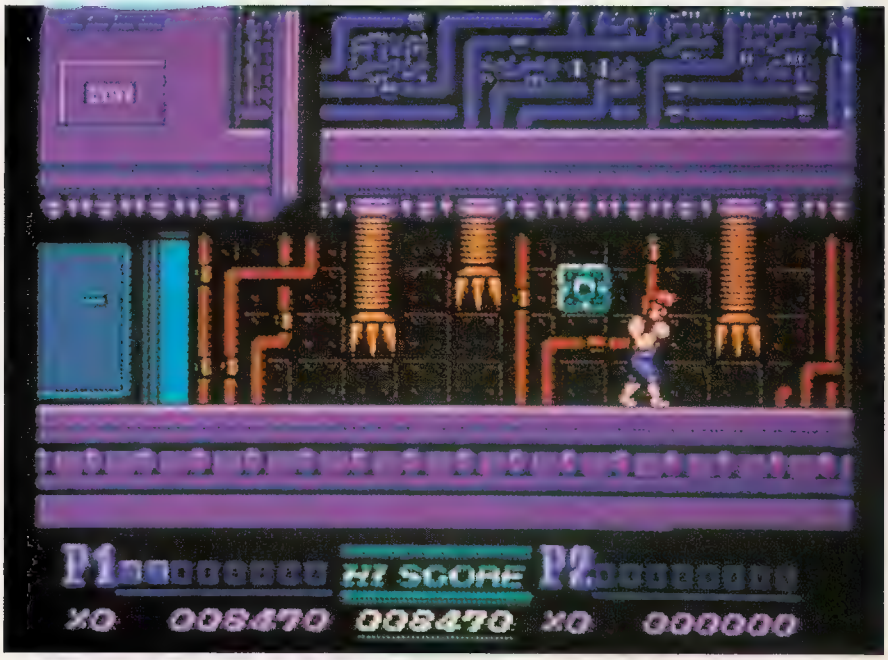
Hot Tip: Hit the bad guy before he hits you, and it is all over before he can throw a punch.

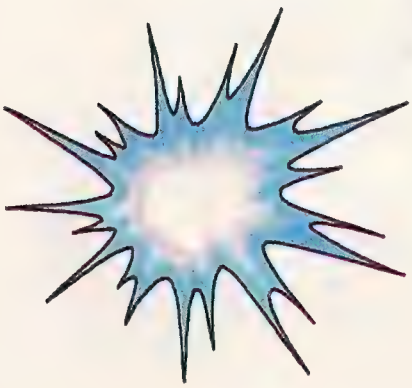


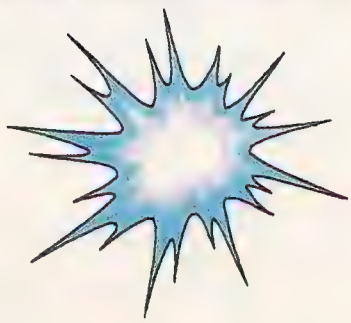


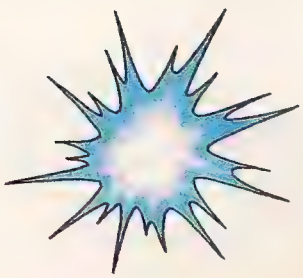
When you walk out of the Undersea Base, watch out for these dropping claws. Be warned: Nasty weapons and surveillance systems are built into the walls and ceilings. As you walk to the right, be prepared for the sudden appearance of a series of conveyor belts. Keep jumping in the direction against the motion of the belts or you will be dragged off the edge.

Hot Tip: Use the "Up" arrow to open the door you come to just after the last belt.

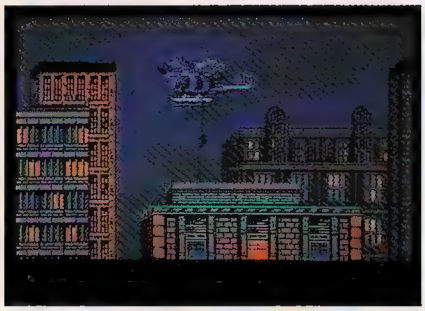






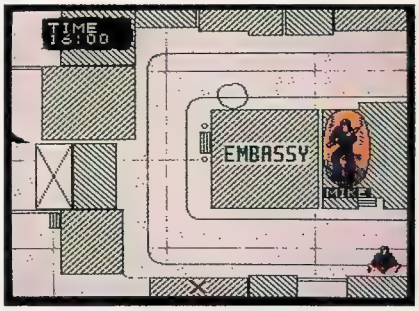


RESCUE:
THE EMBASSY MISSION



A gang of terrorists has taken control of the embassy, holding the ambassador and his staff hostage. The politicians and diplomats have been negotiating for nearly two weeks, and they've decided that there's no choice but to send in the commandos. Your team of rescuers is dropped onto the roof of the embassy from a helicopter.

There are five challenges (a training session and four real combat scenarios), and you can play the game on any of three levels (Lieutenant, Captain, or Commander). The training session has no hostages, so you can (and should) fire at anything that moves within the embassy. You are given different amounts of time to complete each challenge. The speed of the searchlights that dog your steps as your snipers try to get into position and the amount of information available on the maps of the embassy itself also vary. The time limits for the various missions are Training, 18 minutes; Target, 16 minutes; Ultimatum, 14 minutes; Trigger, 12 minutes; and Jupiter, 10 minutes.

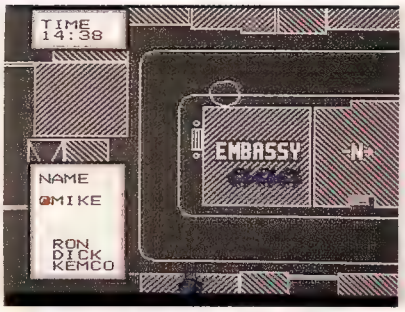


Your first assignment is to position your snipers outside the embassy. Study the plan of the embassy carefully. The red X shows where the sniper Mike has to go. The direction of the sniper on the street is the opposite of the apparent direction shown on the map. To go left on the map, you have to go right on the screen, so come back to the map from time to time to check on your progress toward the sniper's designated position.

This high-powered action game has great graphics and different kinds of play in each of the action scenes. You start out moving your snipers on the street, dodging the enemy's searchlights and machine guns; you can hide in doorways, jump over walls, or perform impressive diving somersaults to get out of the way. Then you find yourself behind the long-distance scope of a sniper's gun, watching the windows of the embassy and aiming at shadows. Finally, you mount an armed assault that begins with rappeling down the face of a building and ends with a room-to-room search for terrorists.

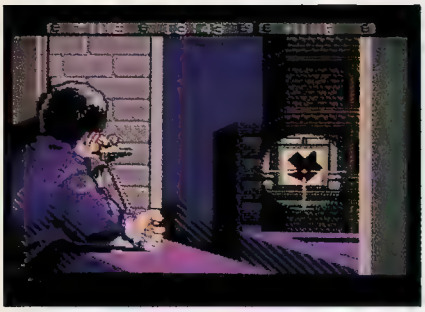
On the street Jumbo inches his way toward his sniper nest. Press the "Down" arrow to lie down; press the "Left" or "Right" arrow to crawl along the ground. This is generally a safe position, but in some missions the searchlight beams can reach all the way down to the ground. Use "Down" and "Left" or "Down" and "Right" button combinations to make your man somersault to the left or right. This is a good defense against a rapidly approaching searchlight.

Hot Tip: There's a safe hiding place inside the open door and also behind the wall. Press the "A" or "B" button to return to the map and check your location.

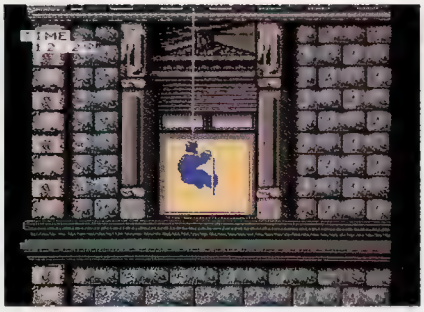


Once your snipers (or if worst came to worst, your single remaining sniper) are in position, you're ready to begin the assault on the embassy. This diagram shows Mike in position on the east side of the building; he's identified by a red cursor. Three commandos huddle on the roof. You could start with the commandos, but taking a few pot shots from outside the building is the best plan. Every terrorist that you can pick off through a window is one less for the commandos to deal with inside.

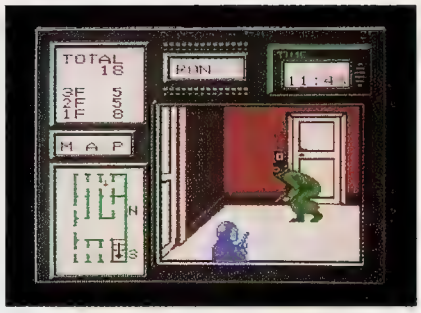
Use the arrow keys to move the scope of your rifle up, down, left, or right to examine the nine windows on this side of the building. Just as in a real long-distance scope, the image jiggles around a little from time to time, so you have to keep a light touch on the controls. There is a shadow of a terrorist in one of the windows. Move the cross hairs of the scope down and to the left to center on your target. Press the "A" button to fire.



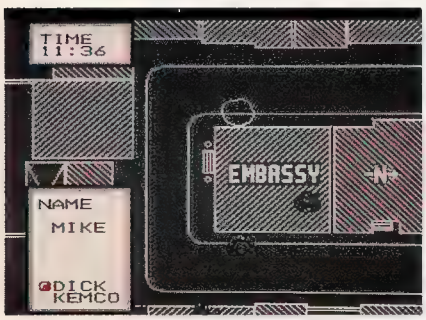
A successful shot smashes the window and drops the terrorist inside. Keep checking out the windows of the embassy, and come back to each one several times. The terrorists move from room to room and even from floor to floor. Sometimes, you see just the corner of a shadow in a window. Be patient and keep that window in your sights; the terrorist may reappear. But don't forget about the ticking clock at the top of the screen.



Dick rappels down the side of the embassy. Take care not to go too fast or you will end up falling off the end of the rope. This takes practice. You have to get in the habit of alternating small down and up pushes on the arrow keys. Press the "A" button to smash through the window and into the building. Before you make your move, take a few seconds to see if there are any shadows of terrorists in the window. If there are, come through the window firing, or choose a different floor.

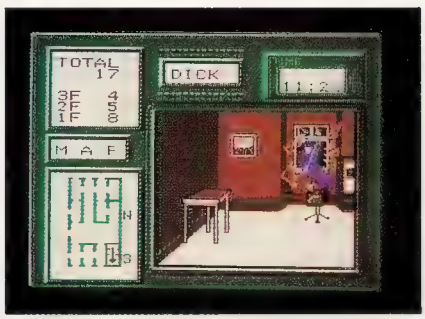


Your assignment is to shoot first and ask questions later. Press the "A" button to fire your machine gun, and use the arrow keys to adjust your fire if necessary. You have an unlimited amount of ammunition available. In some of the advanced levels, the terrorists move from floor to floor, and in the most advanced levels, their locations are not shown on the map. Consult the list of remaining terrorists so you know when it's time to move onto another floor.

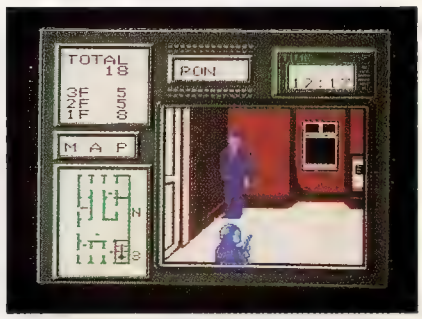


When you've taken out as many of the terrorists as you can from the sniper nest, launch the assault with your commandos. On the map of the embassy, a commando named Dick is about to enter the building.

Hot Tip: Go into the embassy on the side of the building where your sniper has done his work.



Dick has broken through the window. Use the "Left" and "Right" arrow keys to survey the room. At the left side of interior screens, there's a pair of important information displays. The top-left box tells you the number of terrorists on each floor of the building. (You have to shoot them all to clear the embassy.) The map at the bottom left is the floor you are on. Your own position is marked with an arrow. Small green dots mark the location of terrorists, and small blue dots indicate where hostages are held.

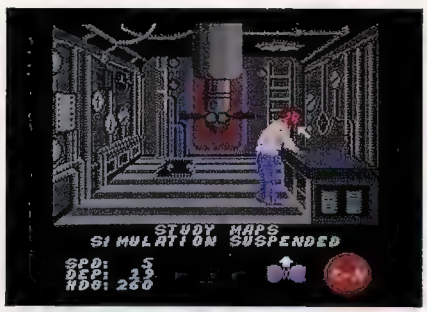


Don't shoot the good guys. You're supposed to rescue the people in blue. Move toward a hostage to free him, and then get back to your search for terrorists.

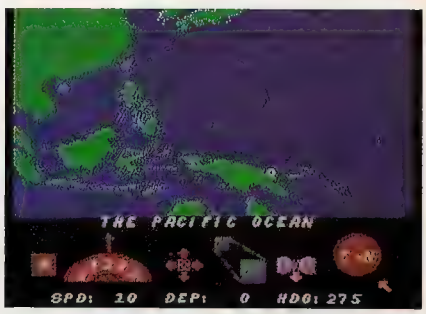
SILENT SERVICE

Run silent and run deep with this highly detailed simulation of a U. S. submarine during World War II. You set out on practice runs, convoy attacks, and lengthy wartime missions in the South Pacific. This game will not get your heart to pumping very fast, but your brain will be engaged all the time as you pilot your sub and engage the enemy.

During target practice, you may feel like you're shooting fish in a barrel. No one shoots at you, so you can hone your skills. Here you've got a 4000-ton cargo ship in your sights. You're on the surface (Depth = 0), traveling at a nice clip of 20 knots to East-Southeast (Heading = 105 degrees). Use your deck gun; it's more appropriate for surface encounters, and you have many more shells for it than you have torpedoes. Close to 2500 yards or less for your shot.

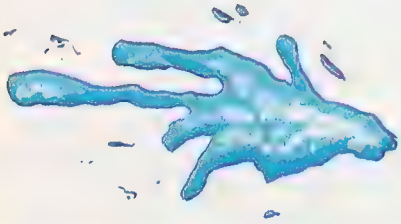


In the conning tower you can select any one of four battle stations: Maps and Charts, Instruments and Gauges, Periscope/Binoculars, or Damage Reports. During the course of a mission, you visit them all. You can also use the conning tower as way to suspend the action and catch your breath. Note that you can still keep track of your speed, depth, and heading.



In this view of the South Pacific, your sub is located off the coast of New Guinea. At the bottom of the screen is Australia, where there are two important bases at Brisbane and Fremantle. At the top of the screen is Japan. And just about everywhere there is danger. Japanese ships usually traveled in small convoys of three to seven cargo ships, troop carriers, or tankers. Tankers are the most valuable target because the Japanese were totally dependent on imported fuel.

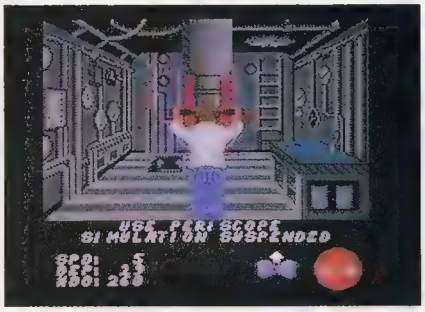
You can choose from among six convoy scenarios. The game play is always the same, but it is set in a different part of the South Pacific and with different enemy defenders and targets. For a greater challenge, enter the Difficulty Level and handicap yourself by limiting visibility, allowing enemy convoys to zigzag to make it difficult for you to line up a shot, or any of four other advanced options.



There are five war patrols to choose from: Each one is based on the actual record of a quintet of U.S. submarines. Pay attention to the date of the patrol. From about 1942 into 1943, the early part of the American involvement in the war, Japan all but owned the South Pacific and her convoys roamed far and wide. By 1944, as the war neared its end, the convoys stayed much closer to Japan.

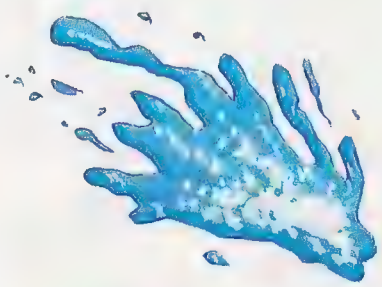
Here are four slow cargo ships without a destroyer in sight. Your submarine is the small dot in the center of the screen. Surface to shell them with your deck gun or slow them down first with a few torpedoes. If you fire your torpedoes, use your aft tubes, saving the forward tubes for the more critical head-on shots you'll need to make in an engagement with a destroyer.

Hot Tip: Save your torpedoes for enemy ships that are capable of firing back at you, such as destroyers or special anti-submarine escort ships called Kaibokan.



You can only use your periscope in daylight and only at a depth of 44 feet or less. When you select the periscope, you set the visual bearing to be the same as the sub's actual bearing. At night when you are on the surface, you can use the Target Bearing Transmitter Binoculars from the bridge.

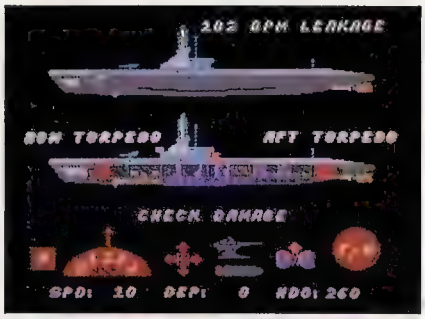
One of the shells from your deck gun has made a hit on a cargo ship. The sonar is reporting distant explosions, confirming what you can see through the binoculars. You have already taken out the destroyer guard in the engagement just before this and then slowed down this cargo ship with a single torpedo.



Destroyers have spotted your submarine and turned directly toward you. Their skinny bows won't be much of a target and shooting will make your position obvious. The destroyers will try depth charges, so get out of harm's way. You could throw the sub into reverse and try to outrun them; this may be difficult because your speed is limited. Or you could dive deeper, run silent, and hope they can't find you.

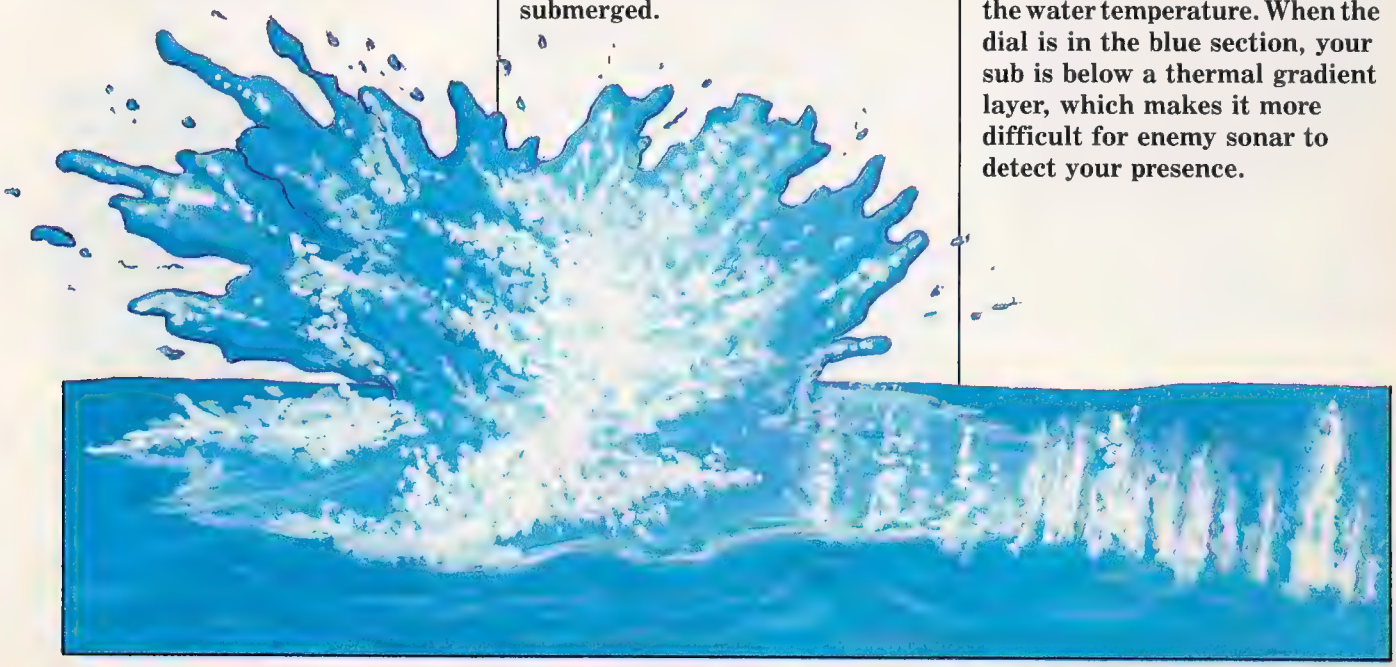
Your sub has been hit and is moving toward the surface. Two enemy destroyers are circling around your current location. One strategy is to release debris from a hatch in hopes of fooling the enemy into thinking you have been sunk. If they fall for this trick, they may start to steam away. Be sure to wait until the destroyers are pretty far off in the distance before you start following them again.

Hot Tip: If you're not familiar with compass headings, you may want to draw a large plus sign. Put 0 at the top and mark that as North, and put 180 at the bottom and mark that as South. The left leg of the plus sign is West, or 270, and the right leg is East, or 90. For example, a heading of 260 degrees indicates a location just south of due West.



The report from the Damage Reports battle station shows your sub has sustained hits on both the bow and aft torpedo rooms. The ship is taking on water at a rate of 102 gallons per minute. Each kind of damage has a cost in terms of your effectiveness. Your survival depends on whether you can find the time to make repairs without having to engage another enemy. Here are some of the problems you may face: Batteries for underwater power are used up at twice the ordinary rate if they are damaged, which will cut the amount of time you can remain submerged by half. If the dive planes are damaged, your ability to dive or surface will be affected. If your fuel tanks are leaking, you will lose precious fuel, but even more dangerous may be the telltale oil slick that will hover above your location when you are submerged.

These important gauges include the battery level in the upper-left corner; if power is totally drained, you will be unable to move your electric motors underwater. The box at the top right shows the status of your torpedo tubes. The number at the bottom of the box shows the number of additional torpedoes available for each firing room. It takes 10 minutes of game time to reload the tubes. At the top-left corner is the number of remaining shells for the deck gun. The box to the left of center shows the levels for each of the three fuel tanks. In the center of the screen is the "Christmas Tree" that indicates hull openings; a green light means open, while red means closed. At the bottom left, just above the words *Shell Hit* is a circular gauge that may save you some day: It is a register of the water temperature. When the dial is in the blue section, your sub is below a thermal gradient layer, which makes it more difficult for enemy sonar to detect your presence.



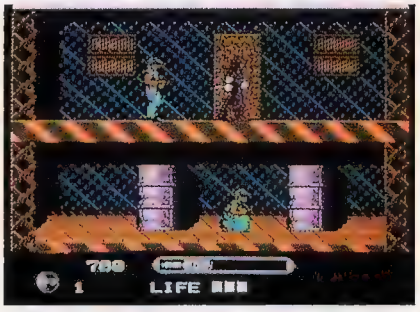
WRATH OF THE BLACK MANTA

The Ninpo arts are divided into four groups; you get to choose one from column A, one from column B, one from C, and one from D at the start of each level. Use the "Select" button to bring up this menu. Before you begin, you see a demonstration and a pictogram that show how to execute each art. To use a Ninpo art, hold down the "B" button, until the POW gauge approaches its maximum level. Next, hold down one of the arrow keys, and release the "B" button. Each art offers you a unique weapon or ability for conquering your enemy.

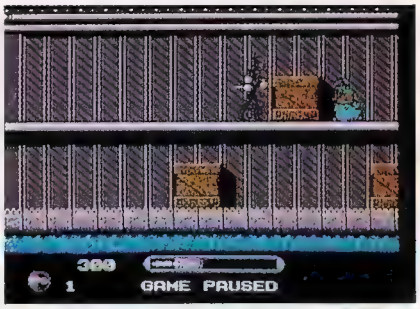
Watch for enemy informants; they wear red outfits. Don't try to kill the informants until you have gotten information from them, but you may have to threaten to rough them up.

Hot Tip: Don't overlook clues along the way. There are pieces of scrap paper lying on the ground just waiting to be read.

Hot Tip: Green soldiers die when they're hit once. Other enemies require up to three direct hits.

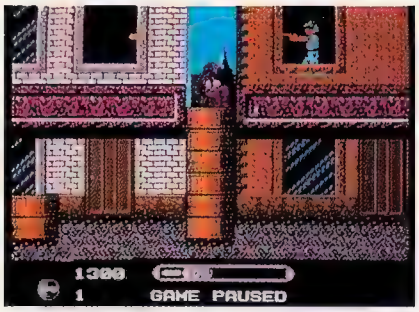


During your quest, you encounter many doors. You may find clues or even some kidnapped children, but you may also uncover an enemy or two, so you had better be ready to fight or to make a hasty exit from the room.



Sneak up on the carton and get as close to your enemy as you can; stay crouching down. Shoot one dart just before you think the bad guy will pop his head up. Get the timing right, and you should be able to pick them off before they shoot you.

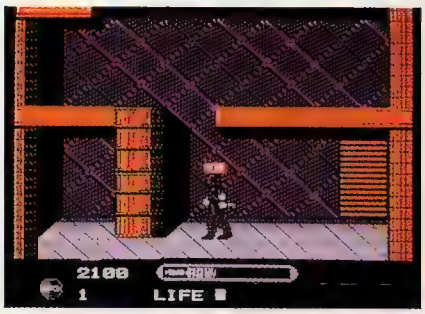
Someone is stealing children off of the streets of New York. It's up to you, the Black Manta, to stop this crime. You quickly discover that the bad guys are members the Drug Runners and Terrorists (DRAT) organization. Your quest against evil takes you through the streets and into buildings filled with enemies. Along your way you free kidnapped victims who give you clues for locating the Drug Lord. Your weapons are a short sword for close range combat and darts that you throw long distance. More important are your Ninpo arts, available in different combinations and offering many ways to solve problems.



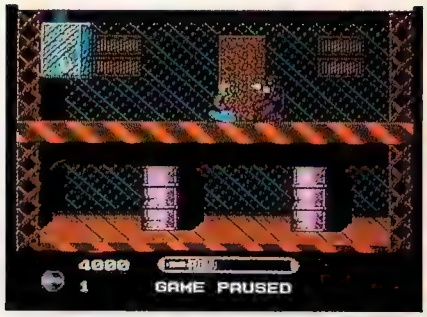
The entire city has been taken over by members of the DRAT army. There are enemy snipers hiding behind windows as you can see. But the enemies always hide in the same place, so just remember where they are, and they won't stand a chance. Making a map or taking notes may put you way ahead in this game.

Hot Tip: Keep an eye on your strength indicator. If it reaches zero, you lose a life. Getting shot by an enemy immediately costs you a life as well.

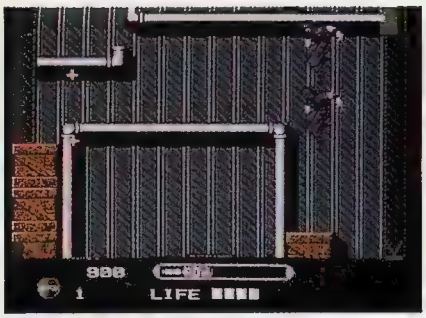
Not all enemy informants are helpful to you in locating the kidnapped children. Typically, informants say things like "I don't know, I just follow orders," or "It's a pretty big organization, I just do what I am told." But keep on keeping on until one of them gives you some news you can use.



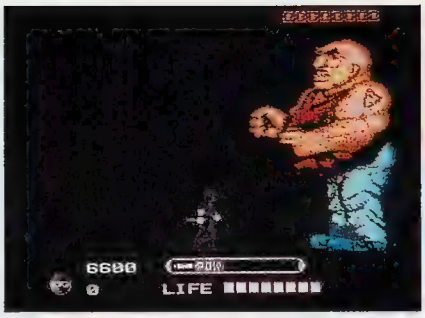
Open every door you come to. In the hidden rooms, you may encounter Life Symbols, like this one; they give the Black Manta maximum strength. Also be on the lookout for POW symbols; they deliver extra power.



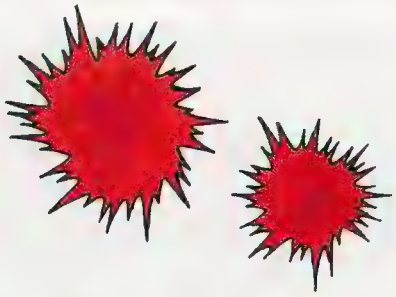
This is the hiding place of a kidnapped victim. When you enter the room, you find it guarded by a pair of DRAT soldiers. A third soldier enters while you are fighting the first two. You have to kill off all three to set the prisoner free.

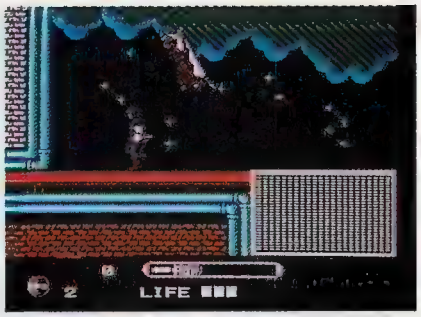


The Ninpo Art of the Shadow or Art of the Fire Ring are particularly effective for some situations. Here you have called upon the Shadow, your identical twin who fights alongside you. You've got to learn to make your decisions quickly. Use an art first, and ask questions later.



Here's Tiny, the gargantuan boss of Level 1. This certainly appears to be a bit of a mismatch, but don't despair. Use the special arts that you have acquired and aim for his big head.





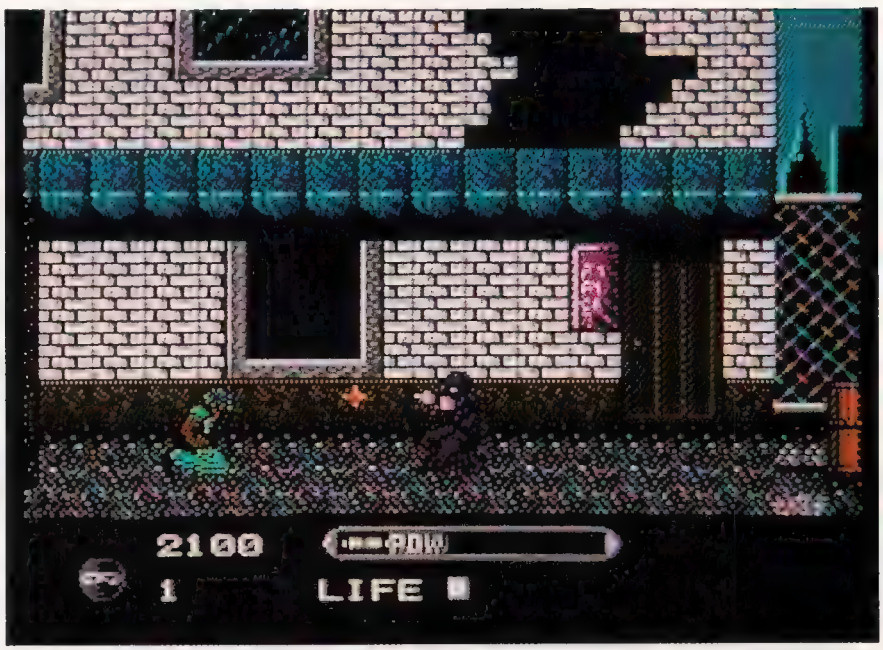
Don't turn your back on the flying Ninjas of Level 2, which takes place in Tokyo. You must hit these guys three times to disrupt their balance so they fall from their kites. When they fall, grab a kite.

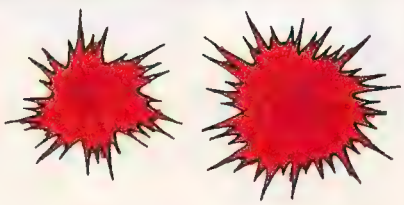
Hot Tip: If you encounter falling bamboo spears, use the Art of Invisibility to protect yourself. And at the end of Level 2, you must attack the Ninjas quickly, before they have the opportunity to turn into a totem pole that's hard to beat.

In Level 3 you travel to Rio De Janeiro, but you won't have time to enjoy the sites. Use the Art of the Fire Bomb to get past the Ninjas on the scaffolding. Climbing across the warehouse roof will also help you avoid enemies.

Hot Tip: Use the Art of the Shadow, the Art of Invisibility, or the Art of the Fire Ring to conquer the Voodoo Warrior.

Special Tips: Level 4 brings you back to New York. Use the Art of Invisibility to avoid the iron wrecking balls. Toward the end of this level, you find a note offering you a clue on how to fight the Robot Guards. If you make it to Level 5, take a deep breath: Every time you step out of an elevator you will be attacked. Be ready with your throwing stars; you have to get through four sets of elevators.

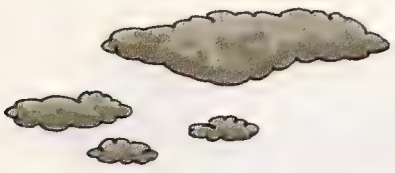


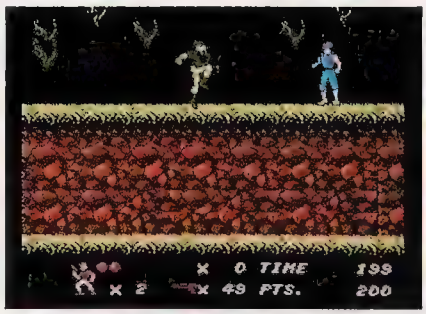


CODE NAME: VIPER

In *Code Name: Viper* you play the role of Ken Smith (the Viper) on a mission to go deep into a South American jungle and kill narco-terrorists. As you travel through the jungle, you free captured civilians and soldiers, find and use extra weapons, and infiltrate the well-guarded fortresses of the drug lords. There are eight stages of the game: Brazilian Jungle, Weapon Warehouse, Abandoned Village, Incan Ruins, Underground Prison, Drug Lab, Mechanized Warehouse, and the final battle against the leader of the drug cartel. The graphics of *Code Name: Viper* are realistic and the game action is exciting. You use the controller to move Mr. Smith and to determine the direction his weapon will fire.

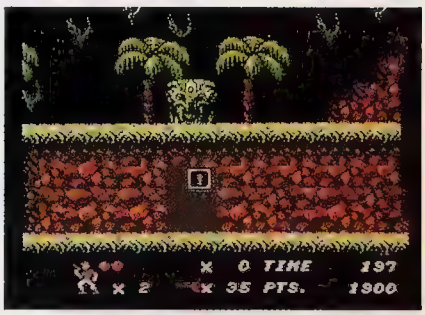
As the game begins, Commander Jones informs you of your mission. He's just the first of many people you want to listen to carefully, but don't trust anyone. To talk with one of the characters during the game, press the "A" button.





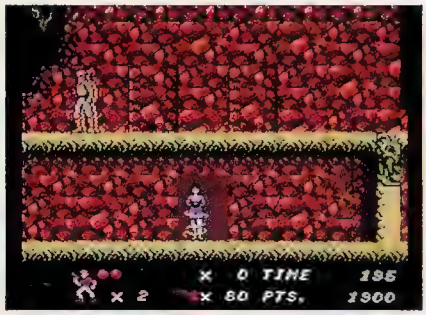
In the jungle you encounter many enemies. Pay attention to the color of the attackers you meet. You can kill green soldiers with a single shot. But blue, brown, and pink soldiers require two shots each; hitting them with one shot only makes them fall. Additional enemies, such as snipers, the Frogmen, the Napalm Soldier, and the Maniac, require two shots each to kill.

Hot Tip: **If an enemy is above you, it is not necessary to jump up to his level. Walk around below him, and he'll come down to you.**

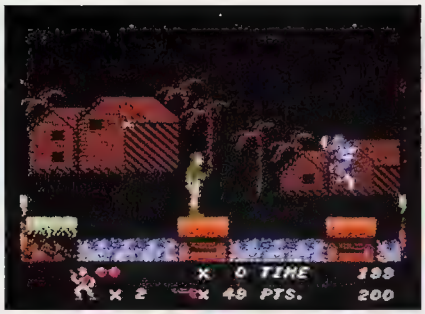


As you move through the fortress, look for hidden doorways. Don't leave any of them unexplored. Behind some of them, you find hidden weapons; behind others, there are prisoners for you to free. Here the Viper has uncovered a stock of bullets for his gun. To enter a door, stand in front of it and press the "Up" arrow.

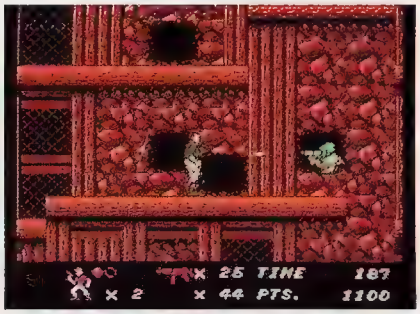
Hot Tip: **Don't overlook the value of the doorways as hiding places. Duck into one when you're under hot pursuit; keep you finger on the "Up" arrow to stay behind the door until the coast is clear.**



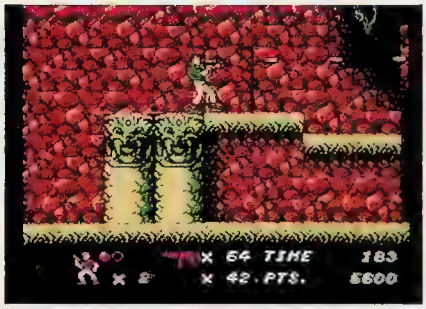
A captured civilian was behind this door. When you have rescued 16 of them, you earn an extra continue. If you free a captured soldier, your reward may be a bomb that will get you to the next stage. There's one bomb on each stage. If you find it, go to the end of the stage, throw the bomb into the open door to destroy the base, and go on to the next stage.



Toward the end of the first stage, you have cross a river. Watch out for the Frogmen who leap from the water. They are unpredictable enemies. Don't try to reason with them or outrun them. Be ready for them as soon as you see the water and fire quickly.



Hidden snipers are waiting for you. You can try to duck from their bullets, but there may not be time. Stay back as far as you can and then shoot quickly as soon as they appear. Remember that it takes multiple shots to kill snipers.



Get the machine gun from behind the hidden door. When you use any weapon, keep an eye on the display at the bottom of the screen; it keeps track of how many bullets you have left. Running out of bullets will be hazardous to your health. If you die, you will lose the machine gun and will once again have to use a handgun.

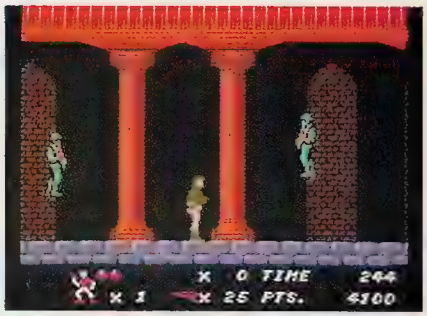
Jump up to the roof of the first tower you come to in the river, and explore the hidden doorway. There's a machine gun and a full store of bullets there, and you need both to finish the stage.

A lot of hard work is needed to get to the upper screens of *Code Name: Viper*. If you don't make it through the game your first few times, write down the passwords given to you at the end of your game so you can continue where you left off.

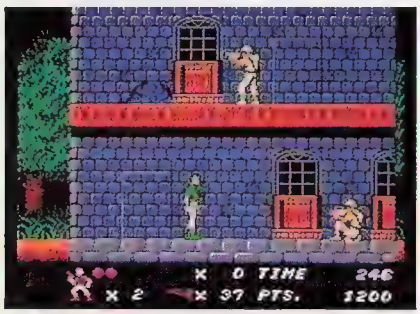
Hot Tip: To get to some of the stages, use these passwords: Stage 1: 059879; Stage 4: 040471; Stage 5: 545034; Stage 7: 081620; and Stage 8: 171602. The ring leader is at 132227.

In stage 2 you engage in a night fight to liberate a huge stockpile of weapons. As you reach higher stages, the soldiers become more difficult to kill. Keep shooting, and don't forget to jump or duck to avoid bullets aimed at you. Shield yourself with packing cases. You know you are near the end of the second stage when you come across the flame-throwing soldier. If you have the bomb, run past the flamethrower and toss the bomb through the door at the end of this stage.

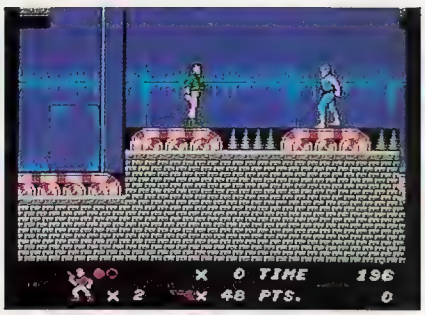
In Stage 4 there are statue traps in the Incan Ruins. The statues move, but you can jump on top of them to avoid getting crushed.



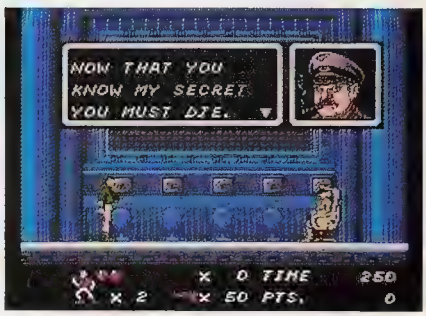
Toward the end of the game, the enemy begins to appear from above, preventing you from having any advance notice. Keep shooting in all directions, and try not to get caught in between two enemy soldiers like Mr. Smith is here.



In Stage 3 snipers with automatic weapons are especially dangerous because they keep shooting, without giving you much time to shoot back. To stay alive, shoot fast and hide behind whatever you can to avoid getting shot. Watch out for the sniper hidden in the abandoned school bus.



The conveyor belts of Stage 7, the Mechanized Warehouse, could end your game if you're not careful. Don't touch the spikes between the conveyor belts, and when you shoot at the enemy, don't lose your balance.



In the final stage of *Code Name: Viper*, Ken Smith and Commander Jones meet once again. Sorry to blow the "surprise" ending, but as you probably guessed, your commander is the bad guy. The final challenge is Ken Smith against Commander Jones, and the winner will be the soldier with the fastest trigger finger.

BASES LOADED II

Here's the windup and the pitch. You can toss a fastball right down the middle of the plate by pressing the "A" button. But if you hold down one of the arrow keys, it puts a little motion on the ball; the longer you hold down the arrow the more the ball breaks.

Hot Tip: With a little practice, you can throw special pitches. Try a drop pitch by pressing the "Down" arrow and the "A" button, then press the "Up" arrow as the windup begins. Press the "Down" arrow again as the ball is on its way to the plate. If you time it correctly, this pitch will rise as it heads toward the batter and then drop to his ankles when it reaches the plate.

You begin you career as a big-league manager by selecting a starting lineup. The instruction manual for *Bases Loaded II* gives you the records of all of the players, including batting averages, home runs, and a speed rating. But picking a winning lineup is more than just choosing the highest numbers; not every player can cover every position, and once you're into the season you're also going to learn that players will have streaks and slumps. General baseball theory says that you should put a high-average speedster up first, then have a good contact hitter batting second to try to move the runner along. Put your power hitters in the third, fourth, and fifth slots.

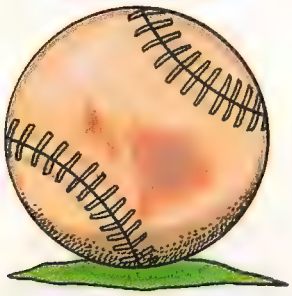
There are three kinds of pitchers: starters, relievers, and stoppers. A starter is good for four to seven innings before he gets tired; a reliever can be counted on to come into a game and give everything he's got for a few innings. Bring in a stopper for a crucial out or two. The serious *Bases Loaded* player keeps the pitcher ratings close at hand during the game, pays attention to the left- or right-curve abilities of each pitcher, and makes changes and substitutions based on the opposing team's batting order.

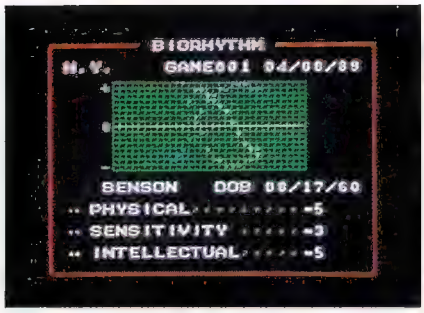
This game gives you real baseball action much like what you see on TV. There are no exploding scoreboards, no laser-beam pitches, and no ballparks in outer space. But the play action is hot as you control the pitchers, fielders, and batters.

When you've got a right-hander on the mound, you're looking over his right shoulder at the plate; with a southpaw the view shifts to over his left shoulder. If the pitcher tries to pick off a runner, the screen switches to a camera with an overhead view that follows the flight of the ball. When a batter hits a ball, the home-plate camera follows its flight.

You can compete against the computer or against another player. The game pak holds six teams in each of two leagues, Western and Eastern. If you choose to play against the computer and win 75 games, you are awarded the pennant and can enter the World Series.

At the end of the first game of the season and between all subsequent games, there's a full scoreboard on the previous game. This is followed by a report from your very own sportscaster, who gives a biorhythm update on your team. You may want to make notes on the status of the available players before you make out your next lineup card.





This guy should warm the bench; his biorhythms are really low. The physical rating is an indication of a pitcher's stamina and control, or a batter's hitting eye. The sensitivity rating measures the emotional level of the player; players with high ratings give strong performances. The intellectual rating for a pitcher indicates his ability to control a breaking ball, while a batter's rating tells you how likely he is to come up with a clutch hit. Some biorhythm charts are not as easy to read as this one, and you'll have to make more subtle choices.

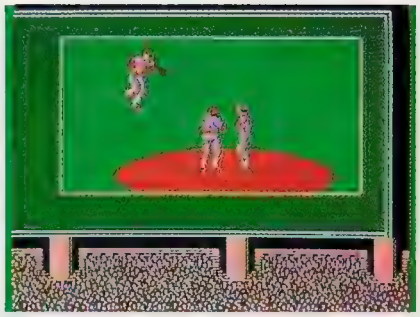
Hot Tip: Don't bother trying to interpret the rises and falls of the lines on the chart; just read the numbers below.

When you bat, you have a number of options. In this scene there is one out, runners are on first and second, and there is no score in the first inning. With the cleanup batter, a home run hitter, up at the plate, you would ordinarily want him to swing for the fences. (Press the "A" button for a standard swing or try to swing under the pitch to give it more loft by pressing the "Up" arrow as you swing; press the "Down" arrow to chop down on the pitch.) But this batter is getting ready to bunt: Tap the "A" button before the pitch arrives at the plate.

Hot Tip: If you press the "B" Button and an arrow key as the pitch is coming in, you can put the base runners in motion for a hit-and-run play.

The runner on first base looks like he may steal. The manager calls for a play by pressing the "B" button and running the ball toward first base. You could also throw the ball to the base by using the appropriate arrow key. Don't throw the ball to the wrong base because you could give the runner a free base.

Instead of exploding fireworks or another celebration of a home run, *Bases Loaded II* gives you a much more realistic view: the disgusted pitcher cursing his luck while the batter crosses behind him from second to third.



Here comes the relief pitcher. In a crucial game, like a backs-to-the-wall position in the World Series, you may want to use every pitcher you have for short stints and even consider starting the game with a reliever.

An outfielder has just picked up a line drive in left field and thrown the ball to third base, and the third baseman is now trying to catch the runner off the bag at second. Here's an important rule in baseball: Throw the ball ahead of the runner and not behind him. If the outfielder had thrown the ball directly to second base, this runner might have made it to third.

Hot Tip: Keep an eye on the small diamond in the upper-left corner of the screen to see the location of the base runners during a play.

If you feel that your pitcher has lost the ability to get the other team out, press the "Start" button to pause the game and enter the Pitchers Change screen. The only information you'll see here is the names of the available pitchers and their ERAs (Earned Run Averages). Consult the instruction manual for more information on the abilities of the various hurlers and their usual assignments as a starters, relievers or stoppers. And look at your notes on the pitchers' biorhythms from the end of the last game.

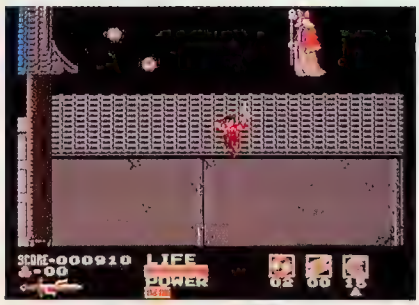
Keep a record of the passwords for the current season so that you don't have to replay 130 games each time you sit down to play. The passwords are seven-character codes like this one.

Hot Tip: Here are a few secret codes that will zoom you to the World Series using the New Jersey and Los Angeles teams: JTTPTWD opens the series, and OSMTBWL takes a 3-0 lead into the fourth game.

DEMON SWORD

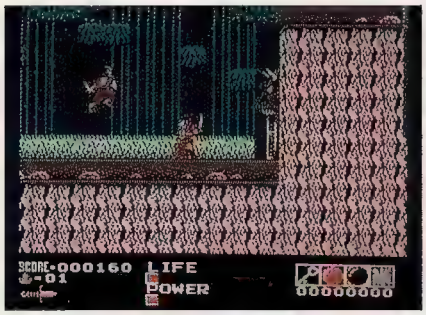
Demon Sword is a classic battle between good and evil. You are Victar, a fighter for good, out to defeat the Dark Fiend (he's bad). At the beginning of your journey, you are supplied with an old, beat-up sword, which according to legend was once used to defeat the Dark Fiend. But the sword is missing parts of its blade. You must find these missing pieces before you can use the complete sword to conquer the evil forces.

While swordplay and warfare are important to this game, finding magical items is also important. Among many other things, Victar come across Black Spheres, which add one life square; Red Spheres, which restore one life square; Phoenix, which allows Victar to survive falling into a bottomless pit; Dart Wheels, which give Victar the ability to throw four darts at once; an Arrow, which increases the speed of the darts Victar throws; and an Arrow Beam, which is used to transform Victar into three fighters. He also finds Fire Spheres, which protect him with fire; Lightning, which destroys all the enemies on the screen; and Power Beams, which provide Victar with direct waves of energy against strong opponents. To select a magical item, pause the game and press the "Up" or "Down" arrow to display the magical items. Use the "Right" and "Left" arrow to select the item you want and the "A" button to activate that item.



To complete your mystical mission, you must explore three worlds, each containing two levels. As Victar finishes exploring a world, a missing piece of his sword blade is replaced. Victar has three lives, but if your enemies touch you, you lose energy. When you run out of energy, you lose a life. The "A" button controls the sword; the "B" button throws darts at enemies. Victar's quest begins in the Bamboo Forest; the training grounds of the Demon Warrior are at the end of this level. The second level of World One is Cedar Mountain, where the Old Wizard waits.

Within the Mystic Gates, you encounter an enemy warrior. Since you use both your weapons and magic in this battle, be sure that you are well armed.



Even while you are killing off your enemies with your sword and darts, you come across magical items that you'll want to take, since they help you out of tight situations. Finding keys allows you to enter the Mystic Gates. Collect as many keys as possible. In the first part of the game, you should be able to find between two and six keys. Here is one of the Mystic Gates; walk right up to it and enter, you've got the key.

Use your agility to climb, duck, or jump to avoid being hit by the enemy. You can also fight your battles in midair.

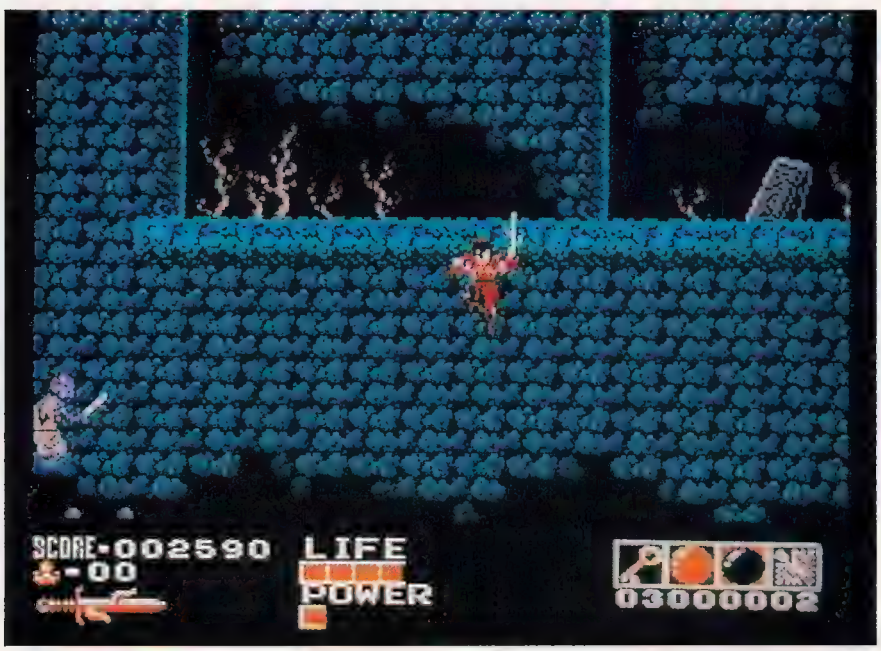
Hot Tip: When you make extremely high jumps, be sure that you don't land in a bottomless pit; it may cost you a life.

Let fly with one of Victar's throwing darts to stun the enemy as you approach, then pull out your sword for a final round. You can't depend on the darts alone to kill your enemies; in many cases they aren't strong enough.

Hot Tip: Always watch your strength level during a battle; if it gets too low, beat a hasty retreat.

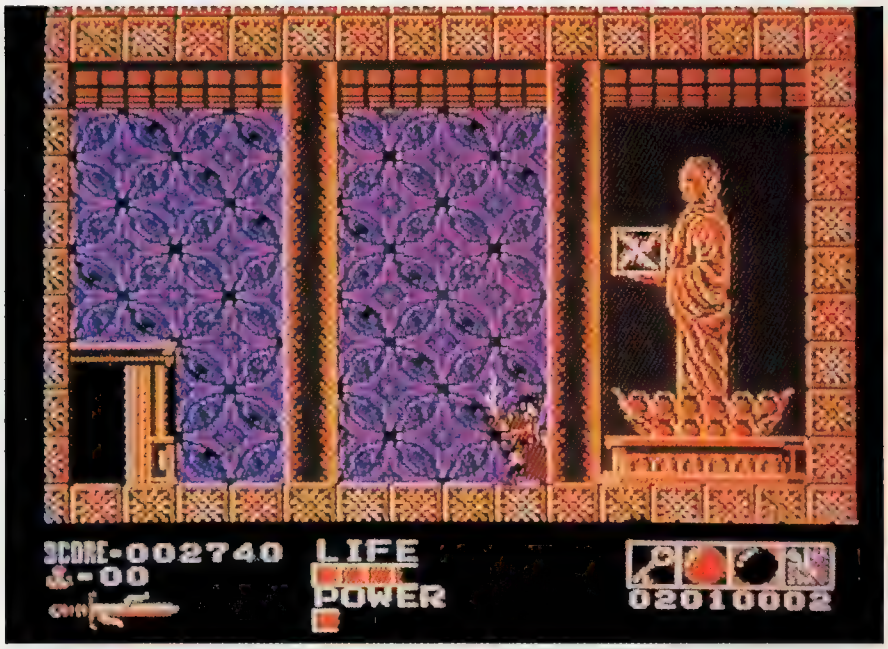
At the Temple Graveyard in Level One of World Two, you encounter new enemies that look like tiger skeletons. They may be dead, but they still can run fast and sneak up on you. Use your sword to dispatch them. The pink enemies on this level can shoot at you, but they're easy to kill if you react quickly enough.

Hot Tip: Climb the walls and the ruined stairways to reach the temple where the Dark Priest lives.



Within the Mystic Gates of the Temple Graveyard, you encounter statues that hold additional magical powers. This statue holds a Power Dart, which increases Victar's dart throwing strength.

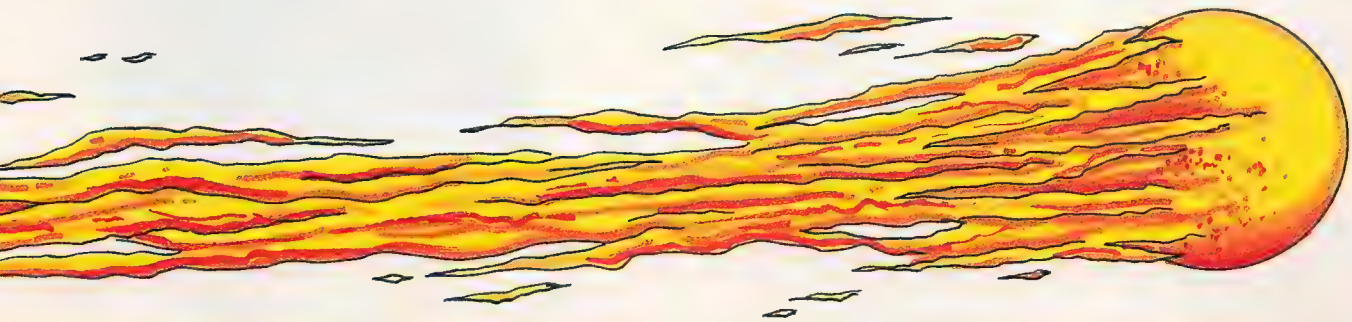
Hot Tip: One effective way to kill the enemies you meet within the Mystic Gates is to use Fire Spheres to protect you. Once this magical item is in effect, wield your sword to attack the enemy. Stand directly on top him while you use your sword.



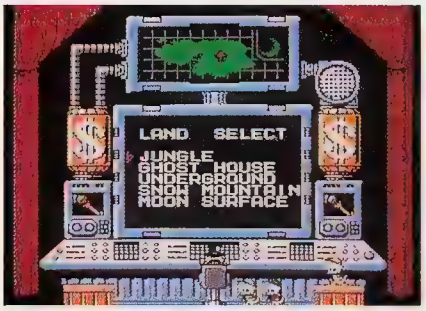
After you complete a level, you're offered a secret password that let's you continue the game from where you left off. To obtain the password when you see the GAME OVER message, press the controller buttons in the following order: "B," "A," "B," "A." Press the "A" button to continue the game. To enter a password at the beginning of a game, hold the "Up" arrow and press "A," "B," "A," "B" and enter the password. These two passwords help you get through the game:

S Q X E + A ! B Q
Z Q E S A E E D

C N C I T F Q B Q
K A B ! A E E D

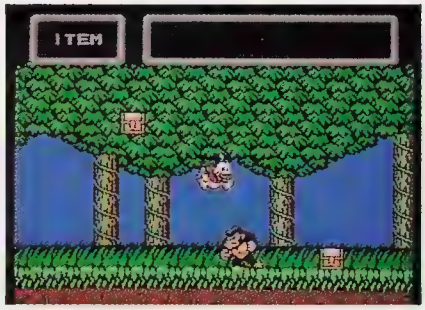


DISNEY'S DUCKTALES

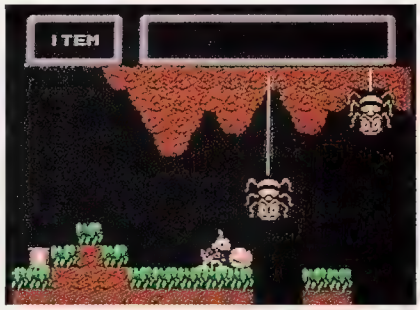


Here at the control center, Uncle Scrooge can map out his strategy. You may start out anywhere you want, but the jungle is the easiest stage and probably the best place to start. From there go to Transylvania, since you won't be able to go into the underground mines without first getting the hidden key from the ghost house.

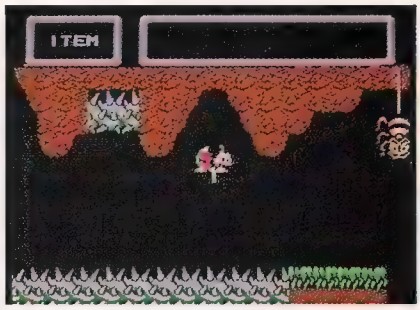
Hot Tip: You get into the underground through a secret passageway just inside the entrance to the mines.



In the Amazon jungle, use a pogo jump to land on a treasure chest and pop it open. To get to this chest high in the trees, you may have to pogo onto the back of an ape for an extra lift. You can also use your cane to send a boulder flying toward a treasure chest and knock it down.



Below the jungle's surface, there is a series of caverns. Climb down the vine that's at the second group of bricks. Spiders try to stop you, so use a golf swing to knock a boulder into the left spider. Then pogo or kick the spider near you or just duck underneath it.

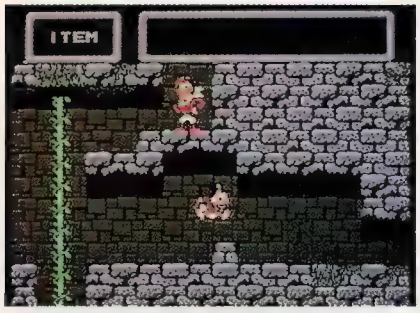


Pogo over these dangerous brambles, but don't jump too high or you'll bang your head.

Hot Tip: There are treasure chests to the left of this screen.

Disney's DuckTales is an eccentric game, but so is its hero, Uncle Scrooge, and his helpers, nephews Huey, Dewey, and Louie, Webby, Bubba Duck, Gizmo Duck, and Launchpad. Their adventure takes you from the Amazon jungle to a ghost house in Transylvania to underground mines in Africa and the Snow Mountain. You even journey to the surface of the Moon and inside an unidentified flying object.

Uncle Scrooge is a crusty old millionaire on a quest for more treasure. He is armed with only his cane, but he can use that stick like a golf club or a pogo stick. You won't get very far in this game unless you perfect the pogo jump. Press the "A" button for an ordinary jump and hold it down. While Scrooge is in midair, press the "B" button and hold it also. And while you're at it, use the arrow keys to move Scrooge one way or another, but don't let go of the buttons until you want to stop pogoing. Once you have mastered the pogo jump, you may want to make Uncle Scrooge swing his cane while he is in the middle of a jump by pushing the "Right" or "Left" arrow and then pressing the "B" button. This move is sure to bring you heaps of treasure.

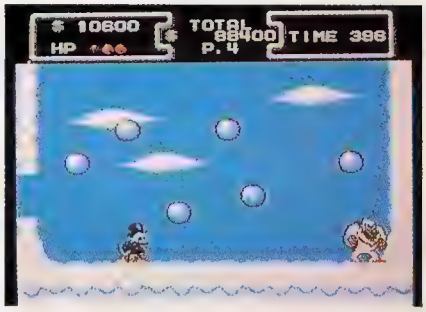


To get to the lost temple in the Amazon, Uncle Scrooge has to climb out of the jungle. (Be sure to keep running when you come to the crumbling bridge.) Launchpad is waiting at the top of the screen if you want to make a deposit in your bank vault. To the left of the vine is a treasure chest with diamonds; to the right a few scenes over is a hidden treasure chest you can open with a pogo jump.

Hot Tip: Bounce off the treasure chest to enter a secret passageway at the top of the screen. Climb up the vine and go to the right for a shortcut to the end of the Amazon stage.

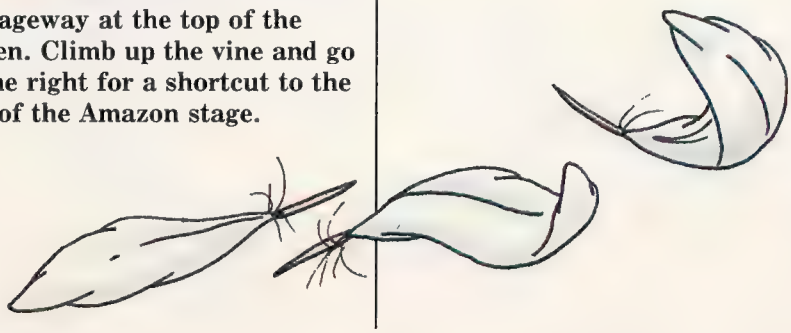
At the top of this rope in the Snow Mountain, one of the Beagle Boys waits to take your money. Pogo onto him to get him out of the way, or climb all the way to the top and then jump to the left over the Beagle Boy to find more treasure.

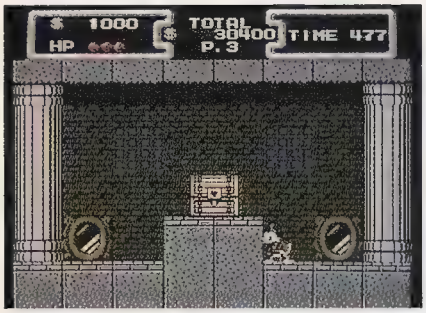
Hot Tip: When you climb ropes like this one, watch out for falling boulders.



The boss of Snow Mountain is none other than the Abominable Snowman. In this area falling snowballs are a major threat to your safety. Remember you can't pogo in the snow, and the ice is slippery.

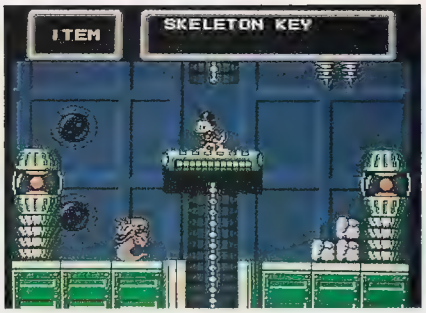
Hot Tip: When you rescue Bubba Duck in this stage, he will take you to a secret cavern that contains the missing second life container.





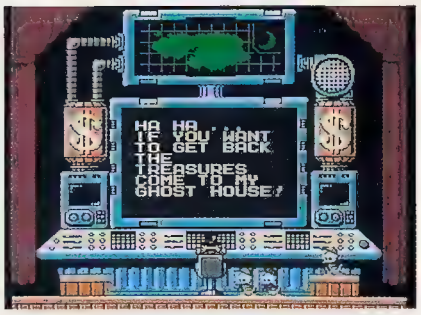
Take the first warp mirror you come to in the Transylvanian ghost house to get to this treasure chest; it contains the skeleton key you need to get into the African mines. Pogo on top of the chest to open it.

Hot Tip: Use the mirrors scattered around the ghost house to zip from place to place, but remember they're one-way transport only.

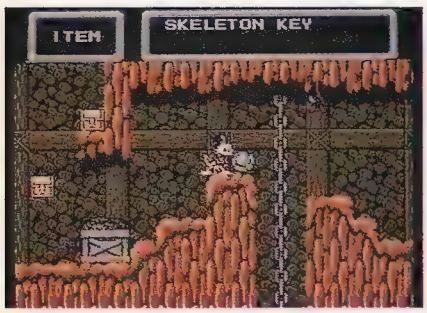


This mysterious unidentified flying object is parked on the surface of the Moon. Its inside passageways are filled with dangers, including spikes on the ceilings and strange aliens, like the snaky guy at the bottom-left of the screen. Find the remote control so you can summon Gizmo Duck to blast through walls for you.

Hot Tip: The UFO key is in the upper control room.

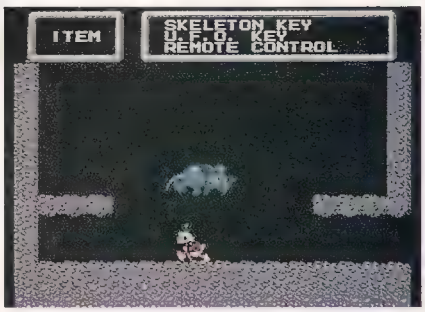


You have retrieved all of the stolen treasure and retired to your computer to count your wealth. But along comes Flintheart Glomgold to spoil everything. He steals your hard-earned treasure and takes it to Transylvania where Uncle Scrooge must fight one more battle; this time his enemy is the dread Dracula Duck.

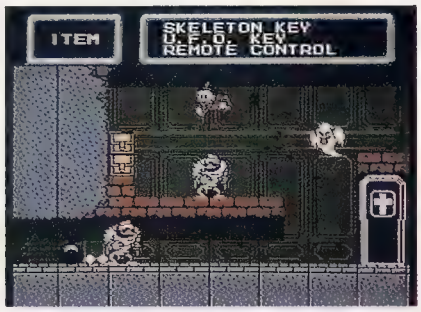


Hidden in the treasure chest on the upper-left ledge in this screen is the Giant Diamond of the Inner Earth. Watch for the chain—it's the first one you come to—then you'll know where you are.

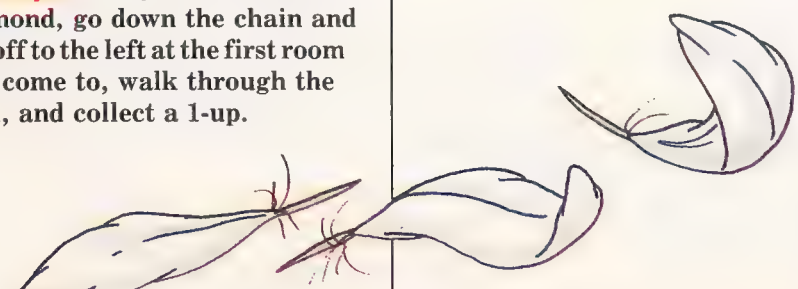
Hot Tip: After you collect the diamond, go down the chain and get off to the left at the first room you come to, walk through the wall, and collect a 1-up.



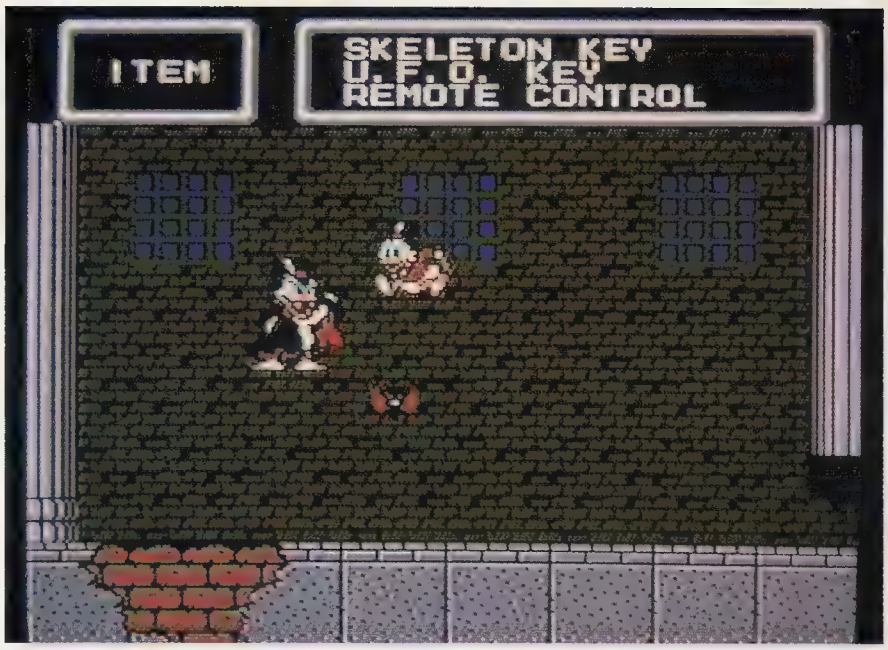
The boss of the Moon is a nasty guy by the name of Lunarat. Defeat him by climbing up on a ledge. Wait for him to stop moving around and then jump down onto his head.



Back in Transylvania once more, Uncle Scrooge must rely on his athletic abilities. Wait until the Mummy Ducks move out of the way and get on the other side of the ball and chain. Wind up your golf swing and knock the ball and chain into the guy with bandages to send him back to his mummy.

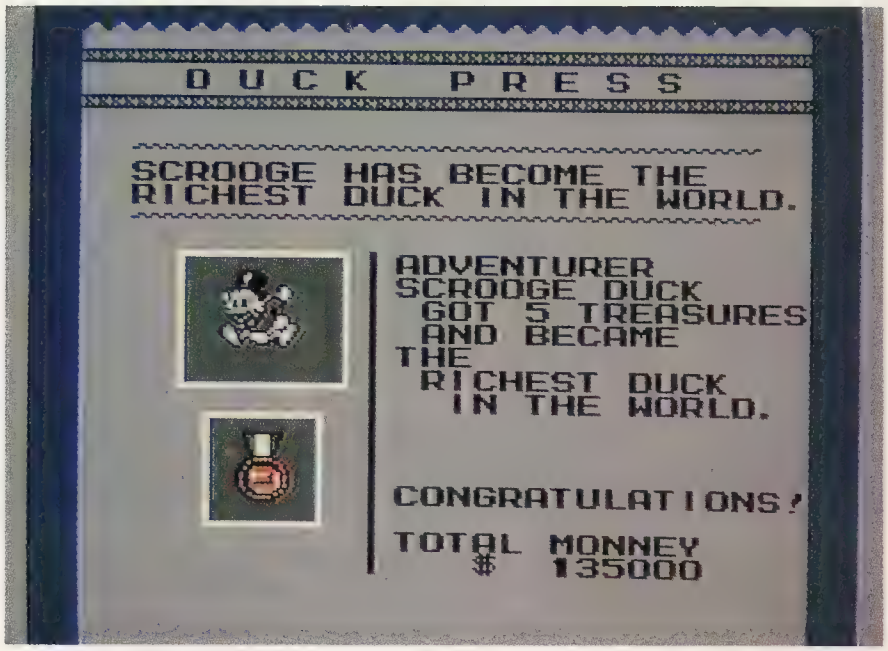


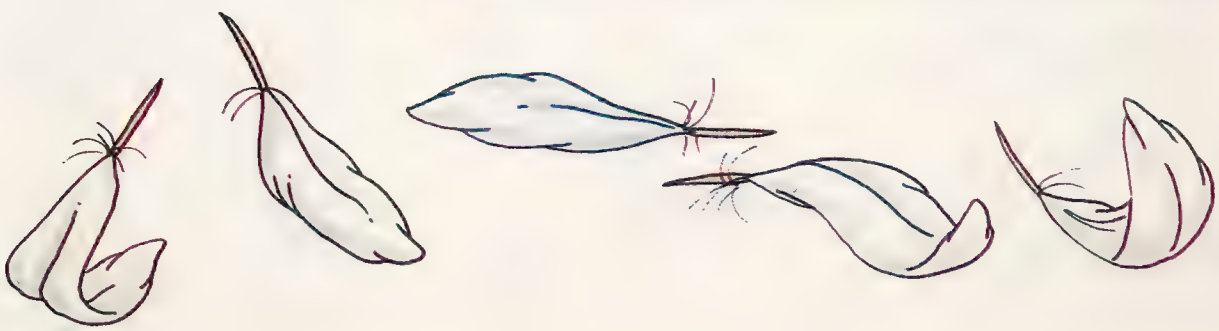
Dracula Duck is tough to beat. He moves around constantly, and in the room where you must fight him, there are no ledges or other things to hold onto. The trick here is to jump onto the back of one of the bats when it is in the right position and launch yourself from there. Another problem with Dracula Duck is that he keeps disappearing and reappearing in different place; you have to work on your timing to keep up with him.



Here's your reward for winning the game: the front page of the *Duck Press*. The story is a happy one, but the paper's proofreader needs to learn how to spell *money*.

Special Tip: At the end of each stage, if Uncle Scrooge's fortunes add up to a number that has a 7 as the fifth digit from the right (70,000 or 270,000 for example) and he asks Launchpad to take him back to Duckburg, his friendly pilot makes a detour to a bonus area in the clouds that's full of diamonds.

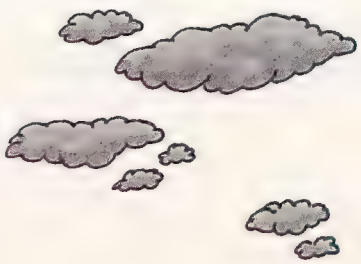

DUCK PRESS
SCROOGE HAS BECOME THE RICHEST DUCK IN THE WORLD.
ADVENTURER SCROOGE DUCK GOT 5 TREASURES AND BECAME THE RICHEST DUCK IN THE WORLD.
CONGRATULATIONS!
TOTAL MONNEY
$ 135000

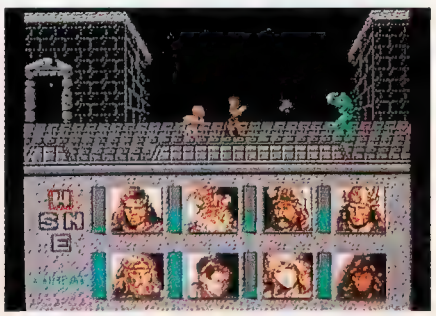


ADVANCED DUNGEONS & DRAGONS: HEROES OF THE LANCE

Goldmoon is one of the two members of the group (the other is Raistlin) who start the game with magical staffs. Goldmoon casts spells using the blue crystal staff; Raistlin employs the magical staff of Magius. The staff is Goldmoon's principle advantage. With it she can cure wounds, hold back enemies, raise the dead, and deflect the acid breath of dragons. Goldmoon is the daughter of a Que-Shu chieftain, and she is traveling with Riverwind, who is second only to Caramon in strength.

Tasslehoff is a kender, who is especially good at finding lost items. His weapon is a hoopak, which is part staff and part sling.





During the game, the screen is split into two sections. The upper portion depicts the action and battles, while the lower portion offers a directional compass and information about each of the characters. Should a character die in combat, his or her picture will be replaced with a tombstone. As an enemy approaches, the word *Combat* appears below the compass. Each of the characters has a weapon he or she can use to conquer the enemy, but only one member of your party fights at a given time.

This game is the first official video game based on the *Advanced Dungeons & Dragons* role-playing game. It is a pak that's part action and part story, but mostly it asks players to submerge themselves completely in the characters and world created on the screen. When the story begins, three centuries have passed since the great cataclysm befell Krynn. In the chaos that followed, Takhisis, the Queen of Darkness, has awakened evil dragons to extend her dominion. The only hope for Krynn is the Companions of the Lance.

To play this video game you guide an eight-character team of companions to the depths of Xak Tsaroth to recover platinum disks that are symbols of the ancient healing goddess Mishakal. To grab the disks, you have to fight the black dragon, Khisanth, and a whole bunch of other nasties. Each character has unique powers and abilities. These elements are assigned a score from 3 to 18. In addition, any character possessing a strength of 18 has an additional number from 1 to 100 that tells you just how exceptional his strength is. Almost as important as strength are hit points that show you how much damage each character can absorb before dying.

The strongest of the companions is Caramon, who possesses a strength rating of 18/63 and a hit points rating of 36. He is armed with a sword and throwing spear, and is a fearsome warrior. This is rather strange, since his twin is Raistlin, who is the weakest of all but is a master magician. Sturm Brightblade is a powerful knight who carries a particularly powerful two-handed magical sword. Tanis is half-elf and half-human, but he is accepted by neither race. He is a strong and resilient fighter, armed with a bow and sword. Flint, a hill dwarf, who is armed with a magical battle-ax and throwing axes, can absorb a great deal of punishment.

When you press the "Select" button, the main menu of the game appears. From it you select the character to take part in combat, conjure magical spells, use items found during the quest, and find out about the experience points you've obtained. Plan your combat tactics here.

When you kill enemies in combat, you receive experience points. You also get points when you grab items found along the trail. The most valuable is a bracelet that's worth 5,000 experience points. Each of the disks of Mishakal is worth 2,000 points. You earn 100 points for a hunting knife or a shield, and 50 points for coins, gold or silver bars, or chalices. Gems are worth just 10 points. The green bars to the left of the characters' pictures indicate hit points that measure a character's health.

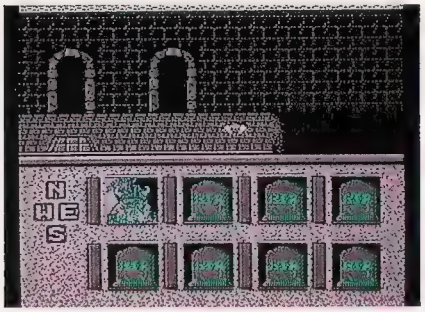
The main menu gives you important information about each character when you press the "Select" button. Use what you find out when you choose who is going to mount an attack on the enemy. In addition to short-range weapons, some of the characters have long-range weapons that must be prepared before use. The "Use" command, found under the main menu, is for this purpose.

Magic User Spells are cast by Raistlin from his magical staff of Magius, which contains a hundred magical charges. Different spells require a different number of charges. For example, the spell for sleep, which causes some creatures to fall into a deep sleep, requires only one charge, while a magical web requires two charges. Clerical Staff Spells are cast by Goldmoon's blue crystal staff, containing 200 charges. It is important to become acquainted with all of the spells available and know which characters should use them and when.

If a character is holding the blue crystal staff, he or she may cast a healing spell to raise another character from the dead. Casting this spell requires five charges. Remember that not all of the characters may cast all the available spells. Only Goldmoon can cast all of the spells of the blue crystal staff. There are also five magic potions available. Each offers different powers. The green potion heals. The blue potion gives extra healing. The yellow potion enhances a character's heroism, while the red potion charms a monster. The orange potion offers a shot of extra strength.

Better luck next time. To improve your chances of completing the game always be on the lookout for bad guys. The Bozak Draconians are long-distance spellbinders, and it's best to keep them at a long distance from your team. Trolls are pesky little fellows who heal quickly and must be killed before they recover. The only way to dispatch a Spectral Minion is to use magic, since these guys aren't real anyhow. The Giant Spiders are not going to hurt you by themselves, but they can get in the way when you are fighting another enemy. One of the most dangerous bad guys is the Wraith that attacks the strength level of your lead character; don't bother with swords or bows and arrows, but instead go right after this enemy with magic weapons and spells.

From the main menu, you may change the lead character as often as you wish during the game. There are many reasons to change the lead character. You want to use the character who has the weapon most suitable for fighting a specific battle to fight that battle. But you should also change the lead character if he or she is losing too many hit points.



When all of the characters in the party have been killed, the game is over. Even though this game is designed to take many hours to complete, and you can always save the game to be continued later. Use the "Save" option on the main menu. Up to three different games can be saved.

Hot Tip: During your quest, always save the game after an important battle, so that if you make a mistake later and the game suddenly ends, you can pick up from where the game was last saved, instead of having to start from the beginning.

WHO FRAMED ROGER RABBIT

Eddie Valiant is on his way to Toontown, accompanied by his wacky client Roger Rabbit, and he needs your help. Roger has been accused of murdering a man seen playing patty cake with the rabbit's wife, Jessica. Roger Rabbit claims he's innocent and has hired Eddie to search for clues that will help clear him from the murder rap.

While you explore the city, draw a map because it is very easy to walk around in circles without finding new clues or anything else. To complete your journey you have to find the four pieces of the murdered man's will, which contains information that will save Toontown from the evil clutches of Judge Doom. You must also find various other clues, weapons, and helpful items, such as spring shoes, cigars, and a portable hole. As you explore the city, the park, Toontown, and the warehouse district, watch out for the weasels who are out to get Roger.

The adventure begins in Eddie Valiant's office. Listen to what is being said; don't search his office just yet. Leave the office by pressing the "Down" arrow to make Eddie walk toward you. You control where Eddie moves, where he searches for clues, and whom he talks to.

Hot Tip: **Don't forget to drop in at the Ink 'N Paint Club, where Jessica performs.**

After you leave the office, you find a wallet on the ground. Pick it up, but watch out for the flowerpot that falls from the window sill. Now go back inside Eddie's office and search the wastebasket on the left. There's another wallet. Leave the office again and there's another wallet waiting on the ground. Keep doing this for a while to build up your cash reserves.

This group of smaller buildings is in the middle-left corner of the map of Los Angeles. There are more buildings to explore by heading up and right, or down and right. To move to another building, press the "Down" arrow to move Eddie toward you. When you see an overview of the city, begin walking toward the building you want to go to. Don't walk in the street; you might get run over and lose a life.

As you explore different buildings and rooms, talk with the people you meet. They may provide you with helpful hints for finding clues. If someone says a building is empty, don't spend time searching it for clues, move on to another location.

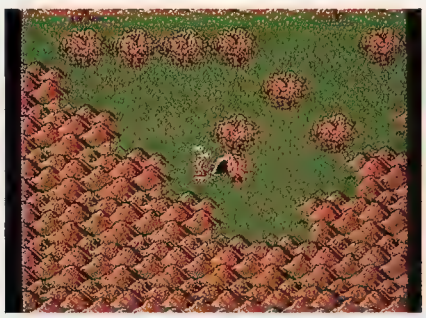
Hot Tip: Sometimes you need to punch someone in the head a few times to get him to talk to you.

When you find a store, go inside and do some shopping. It's your lucky day because there's a sale going on and lying on the boxes next to the counter there's something for you to buy. If you want it, get out your wallet. Press the "Select" button, followed by the "Right" or "Left" arrow and go through the items you have collected until you come to the wallet. Press the "B" button and pick up your purchase. Don't forget to visit the stores often because different items go on sale from time to time.

Down in the cave, use your flashlight, so you can avoid falling into bottomless pits. Put on your spring shoes to vault over gaps and give the snake a rattle to replace the one it has lost. One of the four parts of the will is down here in the cave.

Hot Tip: Another piece of the will is in Los Angeles, and the remaining two are in Toontown.

When you meet up with the weasels, they run away with Roger. Don't panic, but think fast and come up with answers to their awful jokes. If you run out of time or get the answer wrong, you lose a life. A typical joke is "Why do ducks fly south in the winter?" The answer: "Because it is too far to walk." Another winner: "What's the best cure for water on the brain?" "A tap on the head." Hold down the "Select" button and an arrow key to review the possible answers. Press the "A" button to choose your response.

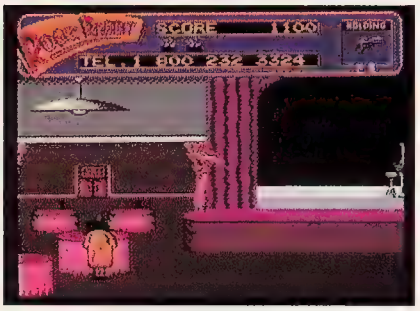


This cave is on the outskirts of town. To find it you have to get out of Benny the Cab and do some walking. Before you can explore a cave, you need a flashlight, spring shoes, and a rattle. If you haven't collected these items, go back into the city and keep looking at them.

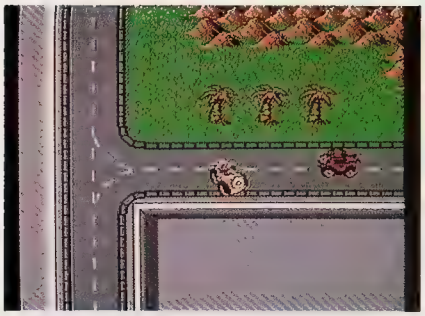
Back in the city, make sure you don't miss the best show in town. Drop by the Ink 'N Paint Club to see Jessica Rabbit perform. You need a password to get by the club's bouncer, so be sure to pick one up before you try to enter. Once inside, don't get too caught up in the performance. Keep in mind you're looking for clues.

When you speak with Jessica, don't become so flustered by her beauty that you forget to ask her for help.

Hot Tip: Giving Jessica a rose might persuade her to give you a helping hand.

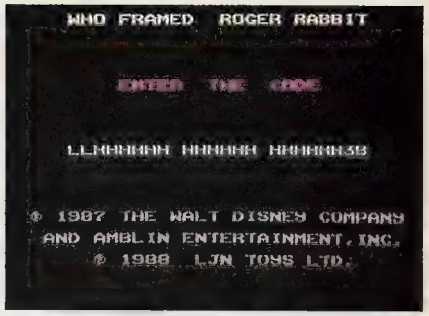


Jessica's phone number is on a table near the stage. When this game first came out, players who called the number heard a recorded message from Jessica with a few clues. But the number has been disconnected. Here are some of the things she used to say before they pulled the plug: "It is shocking the way some neighborhoods are getting. You practically can't walk anywhere without running into stray dogs, cats, and other animals. It makes you wish you carried a piece of meat, a fish bone, or a piece of cheese around with you. The weasel that is guarding Judge Doom's warehouse is the one called Stupid. I've heard that the only thing that'll get him to leave is a quick game of softball. Know anyplace where you could get a baseball in a hurry?"



Instead of roaming the streets of Los Angeles on foot, you can save yourself some walking—and travel more safely—by hitching a ride with Benny the Cab. If you have the whistle, look both ways and then step into the street and give it a blow; Benny will drive right up to you. To get into Benny, press the "Select" button. Use the "A" button to accelerate. The "B" button is your brake.

Special Tip: When you're are ready to enter Toontown and you find that the tunnel is blocked by a brick wall, don't despair; just blow it up. Select the detonator and dynamite, walk over to the wall, and press the "B" button. The tunnel to Toontown is clear. You have to ride through the tunnel in Benny to enter Toontown, so make sure he's nearby before you clear the entrance. Once you are in Toontown, find Baby Herman, and ask him for help. He might give you an important clue; he might even be friendly if you give the little tyke a cigar.


WHO FRAMED ROGER RABBIT
ENTER THE CODE
LLHHHHHH HHHHHH HHHHHH3B
© 1987 THE WALT DISNEY COMPANY
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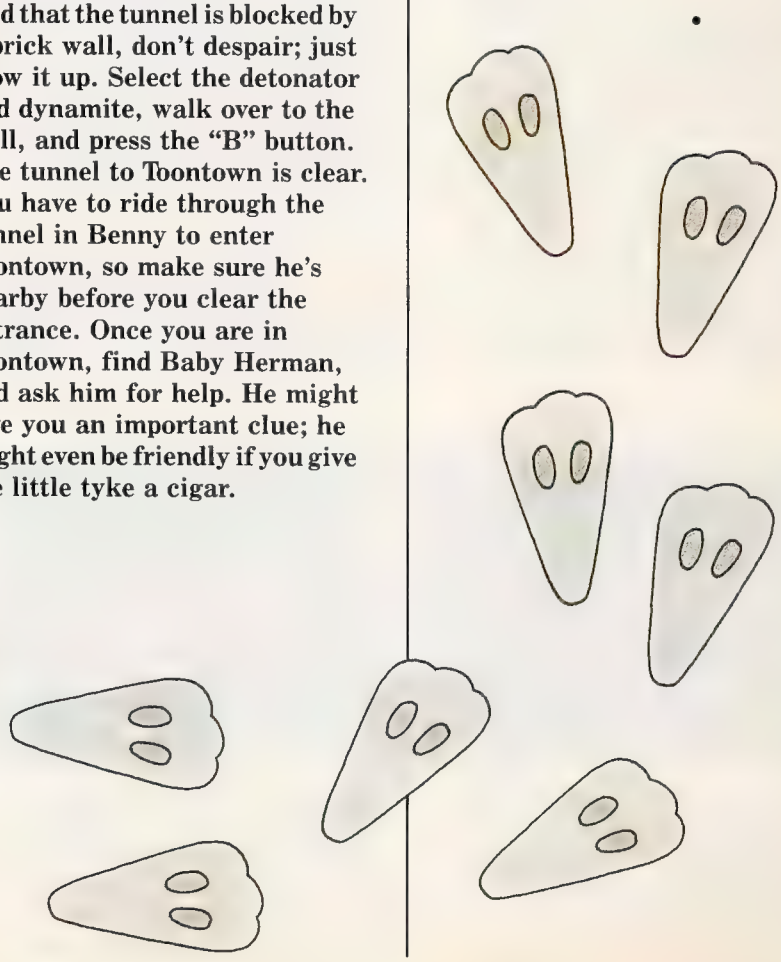
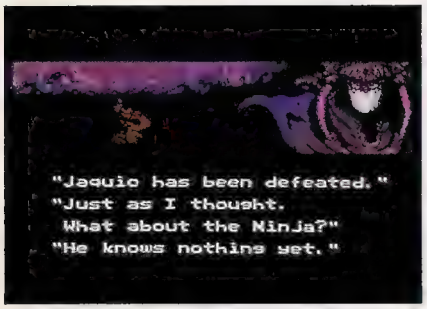
© 1988 LJN TOYS LTD.

If you lose all of your lives, the screen displays a 22-character password that you can use to re-enter the game with all of the special items you have collected.

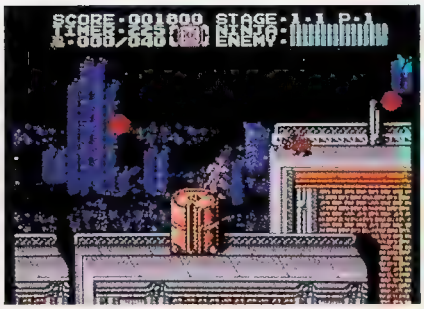
Hot Tip: If you'd like to try the last half of the game by entering with all of the parts of the will and all of the special items, punch in this password: LLHHHHHH HHHHHH HHHHHH3B. But you still have to make it through Toontown by yourself and defeat Judge Doom.



NINJA GAIDEN II:
THE DARK SWORD OF CHAOS

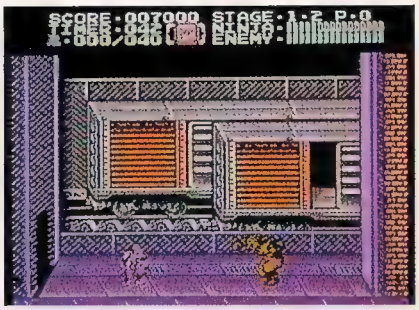


Who is holding this mysterious conversation at the start of the game? The most likely candidates are Ashtar, the evil lord and leader of the Demon clan, and Jaquio, whom he secretly controls. Ashtar seeks to channel the underworld power that comes from the Gate of Darkness as part of his scheme to take over the world. Jaquio—like Ken in the original story—is not really dead, as Ninja Ryu soon finds out.

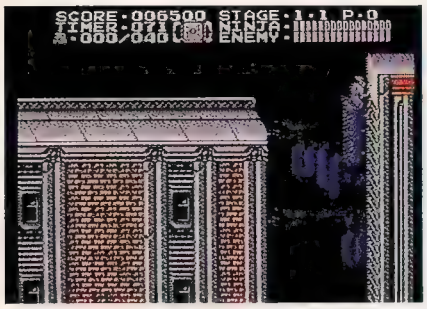


Jump up on water towers and other structures to give yourself a launching platform for your attacks and defenses. The little red character on the upper roof is a cyborg creature called Funky Dynamite; jump over him or punch him before he is able to touch you.

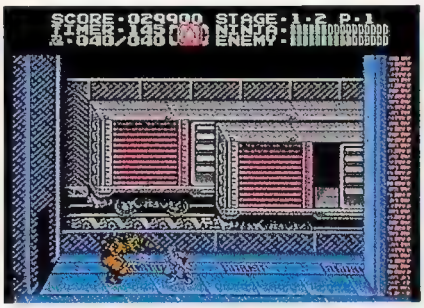
Hot Tip: Keep an eye out for red Dragon Spirit Crystal Balls like these. Cut them with your sword to free power-ups.



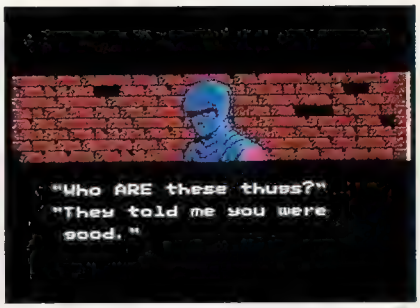
Ryu is using the Art of the Fire Wheel weapon, which throws flaming balls. Whenever you use a special weapon, you use up some of your Ninja power; eventually this can wear you out. The basic Fire Wheel weapon consumes 8 points each time it is used; the Art of the Fire Wheel takes away 15 points. You can earn back points by defeating enemies and grabbing special items from the crystal balls.



The initial challenge takes place at night. Ryu is carrying one of his basic weapons, the Ninja Throwing Star, which flies straight out and injures any enemy it hits.

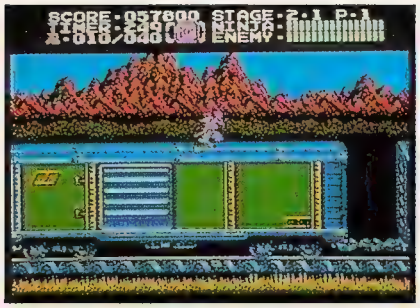


At the top-right of the screen, you can monitor the remaining life points for your character (Ninja) as well as those of the bad guy. The winner is the one still standing at the end of the battle.

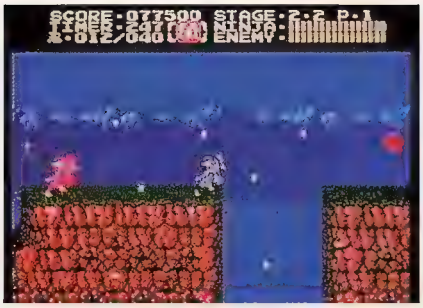


Cinema displays tell the Ninja's story. This screen shows you Ryu in a moment of doubt about his own abilities.

The Ninja hero Ryu Hayabusa is back in a second installment of the intricately plotted and beautifully detailed Ninja Gaiden series. *Gaiden* is Japanese for "telegram," and this adventure starts with a mysterious telegram, much like the letter Ryu received from his father at the beginning of the first adventure. Ken, the head of the Hayabusa clan and guardian of the Dragon Sword, has been defeated in a mysterious duel. The gaiden to Ryu advises the Ninja to take the Dragon Sword to America and find the archeologist Walter Smith. While the story is fascinating, you can play the game without knowing all its details. Just remember to kick and punch the bad guys, rescue the good guys, and trust absolutely no one, except maybe the mysterious and beautiful Irene Lew.



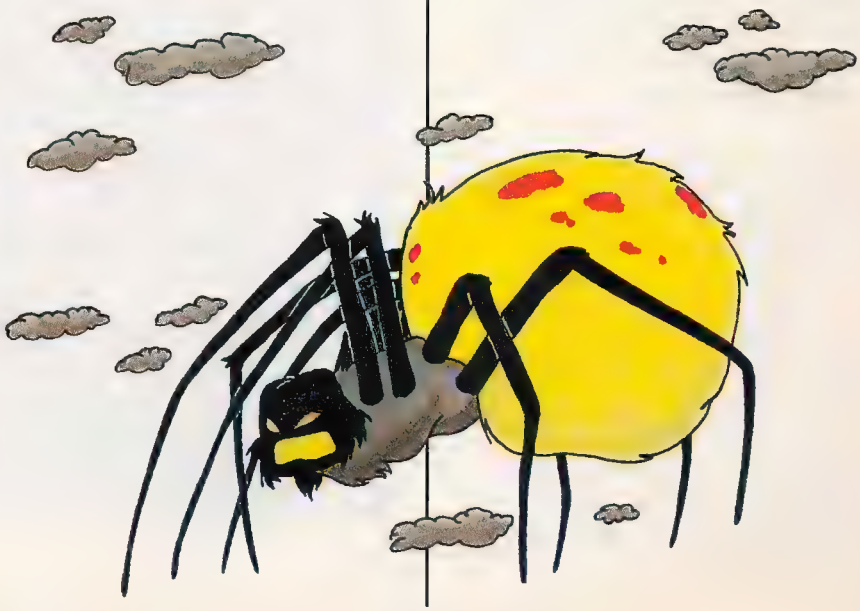
At the start of the second area, Ryu is on a moving train and must battle his way down a line of boxcars and flatcars. One new and valuable special ability that the Ninja has in this game is the Phantom Doubles. To create them you need to grab a red symbol that has a small picture of Ryu. These additional Ninja fighters shadow Ryu's every move and greatly increase his fire power.



Ryu races across the chasms at the base of a formidable mountain range. If he falls into a chasm, the only way out is to use the special Kickoff Jump. Climb up as high on the wall as you can, and then kick off and jump to the opposite wall. Quickly press the arrow key in the opposite direction and hold down the "A" button to jump up in the air and out of the chasm.

Baron Spider is the boss at the end of Act 2 Area 3. As the result of an experiment gone wrong, this scientist was transformed into a half-man half-spider. You meet him here when he starts dropping his pet monster spiders on you from above. When you try to climb up the wall to attack him, he jumps off the ledge. The best way to get him is in midair.

Although you've got to defeat the attackers you meet along the way, don't forget to cut down the crystal balls. Even though Ryu is almost out of Ninja power, if he can grab the Art of the Fire Wheel power-up, he'll be back in business.



GAME BOY

BATMAN™

In this game you play the Caped Crusader™, out to foil the Joker's™ deadly plot to spoil Gotham City's™ bicentennial and along the way you also rescue Miss Vicki Vale.

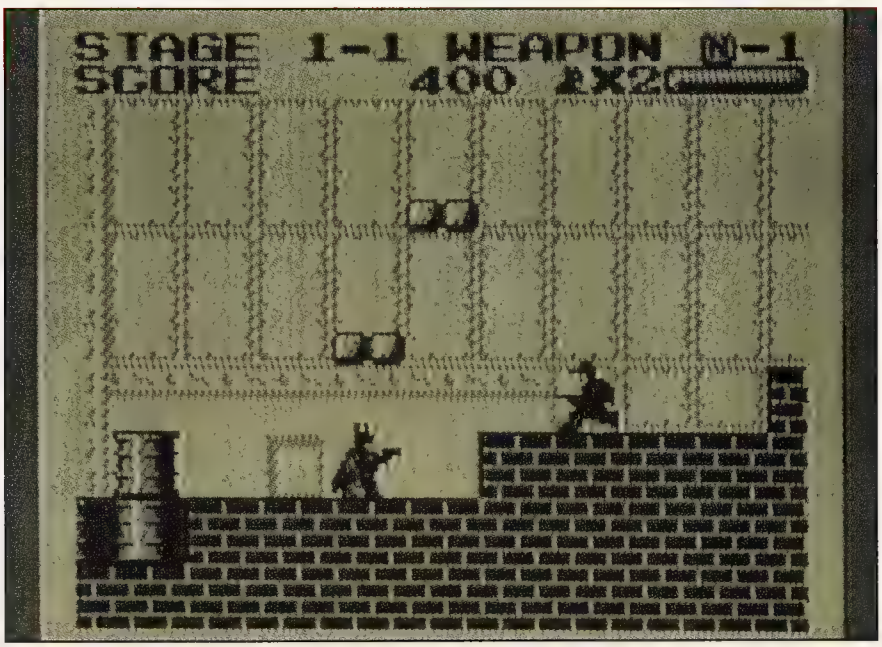
The game has four stages, with two areas in each. The first two stages and the last are action scenes in which Batman must fight his way across the screen; the third stage is a shooting scene that takes place in the Batwing over Gotham City. Places you visit include the Axis™ Chemical Factory, the Flugelheim Museum, and the Gotham City Cathedral.

Batman is equipped with some pretty strange weapons. You start out with a gun that can shoot across the full screen but will not go through walls or other obstacles. Special power-ups add continuous firing and the power to shoot bullets through walls. The Wave sends out ripples of power across the screen and right through walls and other obstacles. The Batarang™ can be thrown through a wall and then come right back to the Caped Crusader's hands, and the Tranquilizer quickly quiets down an enemy.

Batman can jump onto the next level of bricks to confront his enemy, but it is safer to jump up and shoot, and then duck back down behind the wall. Use the projections on the wall to launch attacks from above.

Hot Tip: **Batman can fire his weapon when he is in midair; take advantage of this to leap up in the air and shoot over a barrier.**

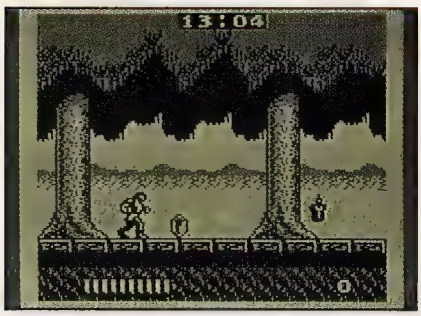
Hot Tip: **There are a lot of bad guys, and some of them need a knock on the head to get them out of your way. But others aren't worth the effort or may be too powerful for you to defeat. Don't feel shy about avoiding them; just jump right over their heads.**



Game Boy has a tiny, one-color screen, but it has a very big brain. Its removable game paks carry almost as much play action as full-size game cartridges, and the designers have done an excellent job of squeezing a tremendous amount of detail onto the little LCD screen. Here are five of the hottest new games: a miniature version of *Batman;* the return of Drac in the beautifully drawn *Castlevania: The Adventure;* the Nintendo debut of everybody's favorite sticky guy, *The Amazing Spider-Man;* a wondrous and weird pinball game called *Revenge of the 'Gator,* and last but never least, a little entertainment starring an unusual Italian plumber named Mario, *Super Marioland.*

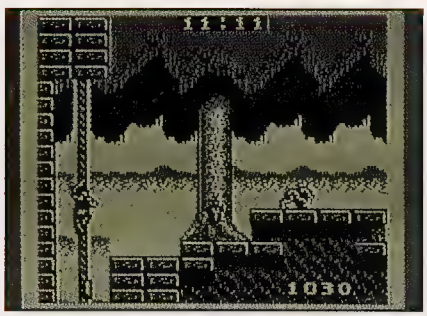
CASTLEVANIA: THE ADVENTURE

Count Dracula just won't stay dead. This is his third video-game comeback, but it certainly won't be his last. The visual detail in this game pak is amazing, and the play action is from left to right, from right to left, and up and down. You visit torture chambers and vampire crypts, navigating through mazes, up and down ladders and vines, and across gaping valleys. At the end of each of the first three levels, you meet up with a Primary Evil whom you must dispatch to advance to the next level. The final level is run by Count Dracula himself.



Pass by the first candle in the game; it's good for a 1-up later. Then make sure you whip the eleventh candle you come to; you'll be rewarded with an extra life.

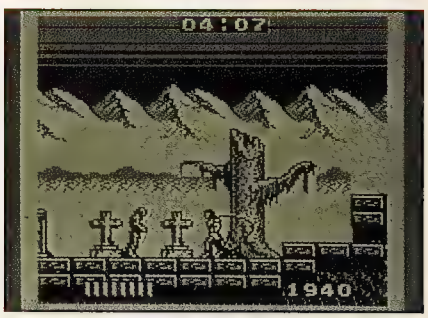
Hot Tip: You cannot attack with the Mystic Whip while you are climbing up or down a rope, but you can use the whip in midjump. Whipping while you're in the air may be the only way to defeat some of the enemies you meet.



Climb the rope ladders to get from one level to another early in the game.

Hot Tip: The first secret room is in Level 1. When you come to the fifth rope, don't get off at what seems to be the top. Keep on going right through the bricks and enter a small chamber with four candles; this gives you extra life, strength, and power.

Hot Tip: The bad guys are in the same place each time you play the game, so get out paper and pencil, and draw a map to remind you what's where.



The tipoff to the existence of the first bonus room is that the trees suddenly turn into withered stumps. Watch out for zombies in the graveyard.

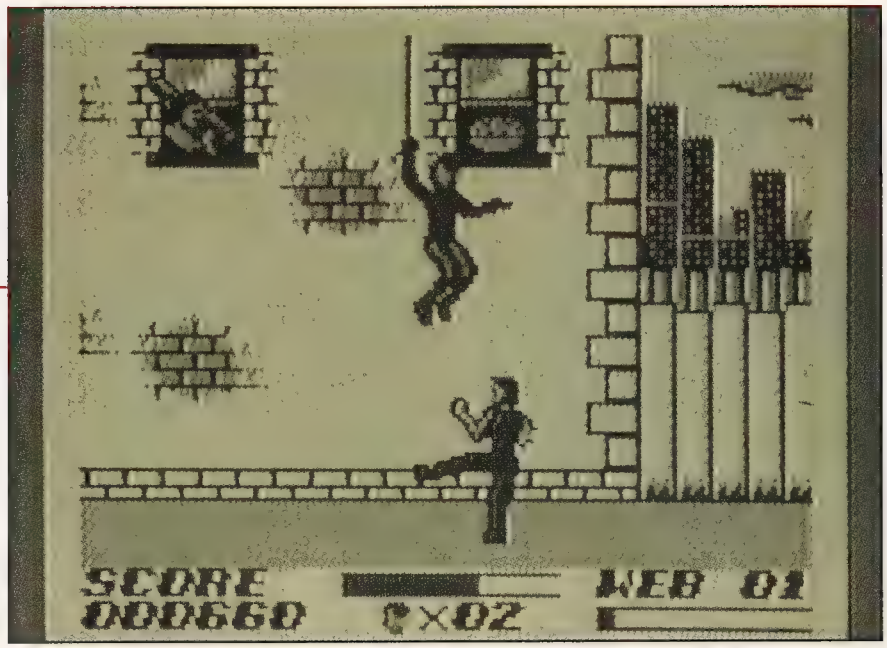
Hot Tip: Flick the wicks as often as you can. They are the keys to the crystals and other special items you must have to complete the game. Crystals increase the power of your Mystic Whip. The first crystal makes your whip longer and stronger; the second crystal allows you to shoot fireballs.

THE AMAZING SPIDER-MAN

Nice guy Peter Parker just wants to stroll through Manhattan, taking in the back alleys of the West Side, the picturesque subway system, friendly Central Park, and the sewers. But all kinds of nasty folks keep picking on him. On top of all this, someone has kidnapped his wife, Mary-Jane. Peter Parker isn't exactly the average man on the street. As the result of a strange accident, some of his cells have been crossed with the genes of an irradiated spider.

In the Alleyway Spider-Man battles his way past gangs of street hoodlums, and then meets and defeats the evil Mysterio who is hiding at the end of the level within a cloud of poison gas. You run into all kinds of bad guys on the street; many of them are carrying things they've stolen. When you defeat them, they drop what they've got, and you can grab the items for power-ups.

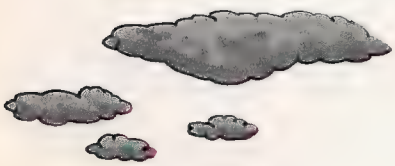
Spider-Man wants to climb up the wall of this skyscraper to do battle with the evil boss who waits at the top. But everyone wants a piece of him: the fighter at the bottom, the nasty neighbors in the windows, and even people on top who drop things on his head.



Hot Tip: **Your web has no effect against Mysterio or any of the other bosses, so save your energy for a few well-placed kicks and punches.**

Hot Tip: **HobGoblin is hiding inside the Goblin Glider, launching exploding jack-o'-lantern bombs.**

Hot Tip: **Watch out for the bats in the subway tunnel; they try to steal more than your token.**



Hot Tip: **Stay on the ledges and away from the bottom of the pipe. Watch out for sudden floods.**

Hot tip: **Spider-Man needs to eat all the hamburgers that he finds to keep up his strength.**

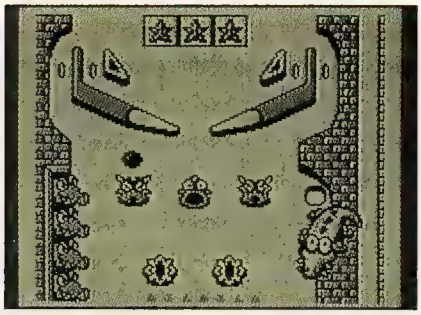
Hot Tip: **Practice this special climbing maneuver: Hold the "Up" arrow and the "B" Button and get set for power leaping.**

Hot Tip: **If you watch very carefully, from time to time you see little waves floating around Spider-Man's head. This is the indication of Spidey Sense, an extrasensory perception of danger, which gives you a few seconds' advance warning of problems to come.**

REVENGE OF THE 'GATOR

This game has the hottest pinball action you've ever held in the palm of your hand. The detail is amazing and so is the game play. There are eight animated screens, an entertaining stereo musical score, and all the beeps, buzzes, and other sounds you expect from pinball. The gulp you hear when you lose your ball into the waiting jaws of the alligator makes your loss seem almost worthwhile.

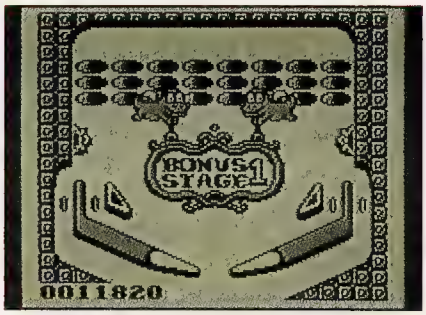
Revenge of the 'Gator has four levels of pinball screens. You start your challenge in the third screen (one up from the bottom). The second and third screens are connected to the screens above and below, and the bottom one is connected to the third screen at the top. At the bottom there's a chute that drops your ball right into the mouth of a hungry 'gator. With just a little practice and a sense of timing and rhythm, you should be able to pick up on this game quickly and begin playing long, uninterrupted rounds. Connect your Game Boy with a friend's to have even more fun.



The ball is beginning to drop down from the third screen toward the bottom display, where the hungry 'gator waits. Land the ball in the open mouth of the left or center 'gator for 1,000 points and a warp out of the screen.

Hot Tip: Flatten the noses of the four alligators on the left side of the screen to put side savers and a bottom-saver post into place; flatten their noses a second time and all three 'gators in the center will keep their mouths open for a while.

Hot Tip: Concentrate on getting your ball into one of the upper screens, so you are as many as three drops away from the 'gator.



In Bonus Stage 1, use your flippers to knock the ball into all of the blocks and then hit the 'gator when he drops toward you for a cool 10,000 points.

Hot Tip: In the top screen, look for the fish in the upper corners. Hit one with your ball, and it becomes 'gator bait. Each fish the 'gator eats makes him grow a little larger. When he is full-grown, he drops down the screen. Hit the 'gator while he drops to earn a free ball or an increased number of points in the Bonus Multiplier.

Hot Tip: In the second screen from the top, look for the three 'gators in the center. Knock out the blocks and the drop targets on the left side of the screen. Then put the ball into the slot for a quick warp into Bonus Stage 2.

Hot Tip: In the third screen, where your ball is first released at the start of the game, hit all three of the little blocks on the left side of the screen to open the pathway to the second screen. In this same screen, when the dots around the lamp in the center start to flash on and off, hit the bumpers to earn the highest points.

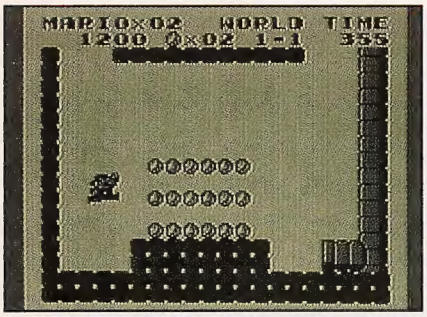
Hot Tip: In the fourth screen, the one that sits just above the 'gator's gaping jaws, shoot your ball directly into the leftmost 'gator's mouth, and you warp directly to the third screen. Or shoot the ball into the center 'gator's mouth, and you go into Bonus Stage 1. Shoot the ball into the right 'gator's mouth, and you're back to the Shooter Lane.

Hot Tip: Don't be too hasty to flip your flippers. Sometimes you get more control over the ball by letting it gently settle onto the flipper. Swing the flipper when the ball is at its top to push it relatively slowly to the same side as the flipper. Swing the flipper when the ball is at its bottom to drive the ball across the screen at an angle.

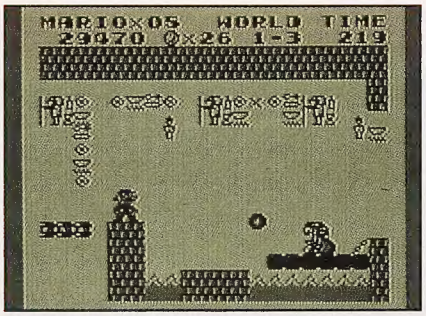
SUPER MARIOLAND

It's Mario again in a tiny sequel to his first adventure. This time Mario sets off for a journey through the once-peaceful world of Sarasaland, a place that is sort of a strange version of ancient Egypt. There are pyramids, sphinxes, and hieroglyphics as well as Blokintons, Dranonzamasu, Bunbuns, and Pakkun Flowers. The four kingdoms of Sarasaland are Birabuto, Muda, Easton, and Chai. Each kingdom has four areas; the boss is in the third area.

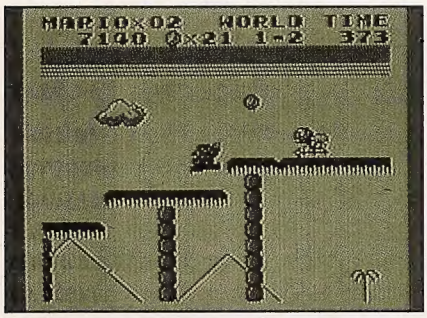
Your goal is to rescue Princess Daisy who has been kidnapped by Tatanga, a mysterious monster from outer space. In this adventure Mario not only walks, runs, and jumps, but he also throws superballs, flies an airplane, and drives a submarine.



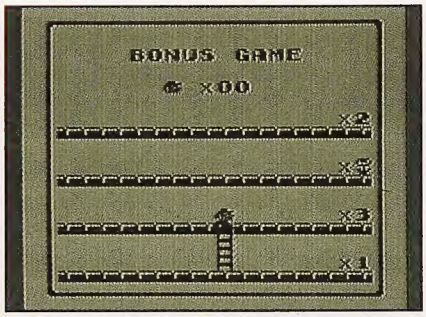
Here are the contents of the first underground treasure trove in Super Marioland. Collect as many of the gold coins as you can; you'll be rewarded with an extra life for each 100 coins you have.



Here is a fireball-spitting Gao. It's worth 800 points to get rid of this guy, but the points are almost beside the point, since you have to get around him somehow.



Watch out for the Bunbun. This nasty creature drops arrows straight down at you. The key to getting around them is to move only when the Bunbun pauses for a second before dropping the next arrow.



At the end of each level, you come to a tower with entrances at the top and bottom. Use the lower one only if you are running out of time. Otherwise, jump on the elevator blocks and work your way to the top to enter the Bonus Game. Press the "B" button when Mario is in position, and he can pick up one or more 1-ups, a flower, or a booby prize.

Hot Tip: Pick up extra points by jumping on several enemies in quick succession.

Hot Tip: The first underground world of treasure is in the third pipe. The second is in the sixth tube just past the far side of the second chasm.

Hot Tip: In World 2-2 you can find an underground treasure trove beneath the first tube. It's sitting on a set of blocks suspended over the ocean.

Hot Tip: Don't try to beat the Sphinx Boss at the end of Level 1-3; just jump over him.

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- DOUBLE DRAGON II
- SILENT SERVICE
- WRATH OF THE BLACK MANTA
- RESCUE: THE EMBASSY MISSION
- NINJA GAIDEN II: THE DARK SWORD OF CHAOS
- BASES LOADED II
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